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WHITE DWARF

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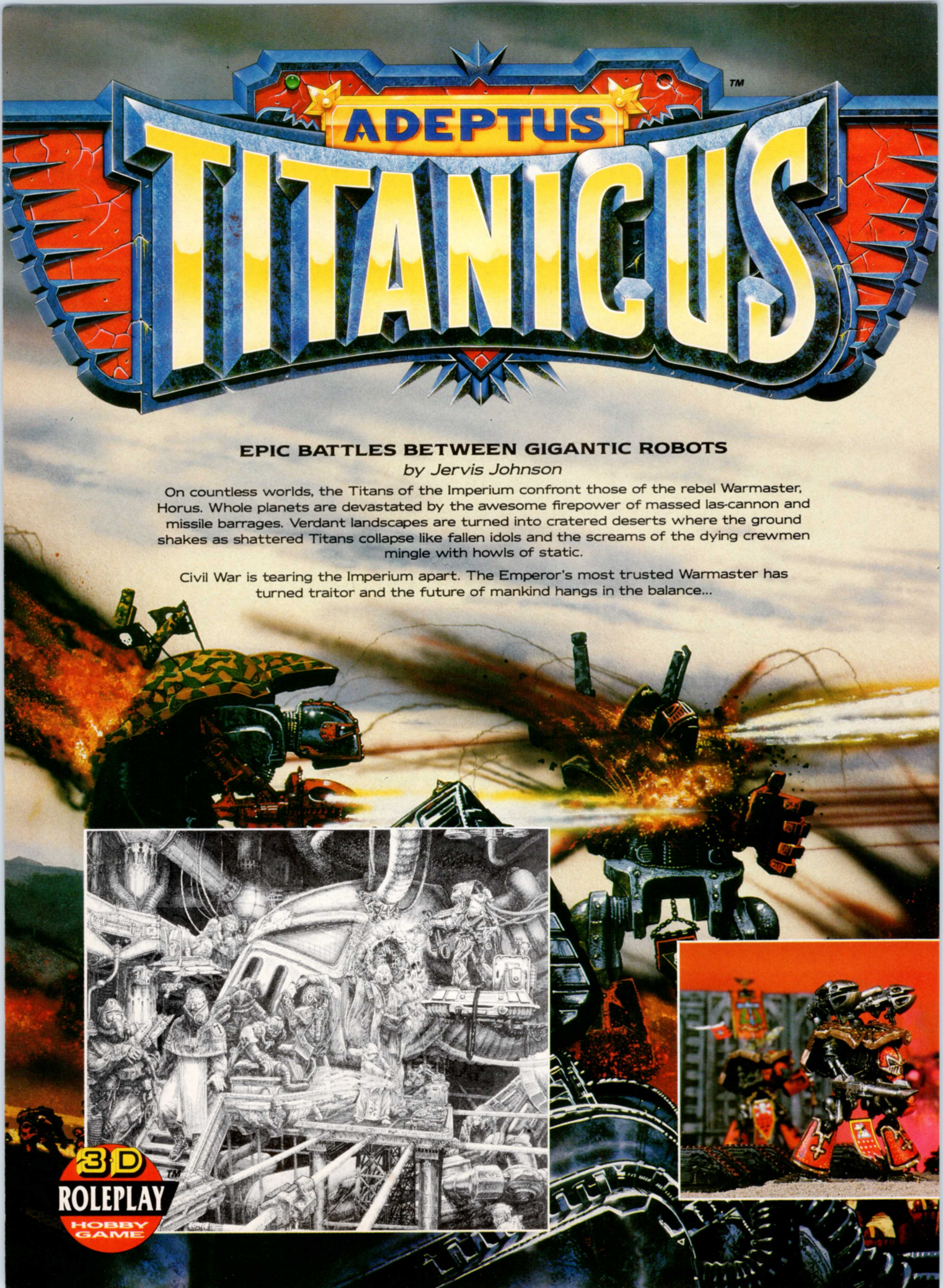

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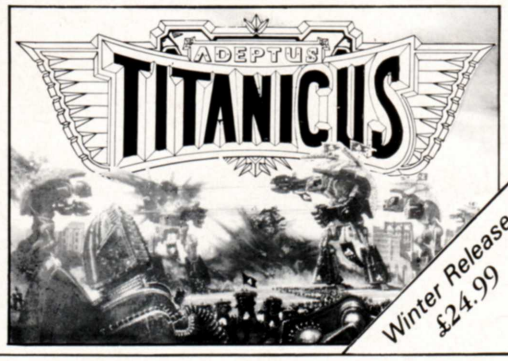

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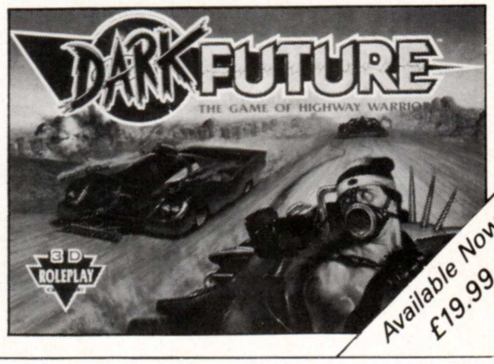

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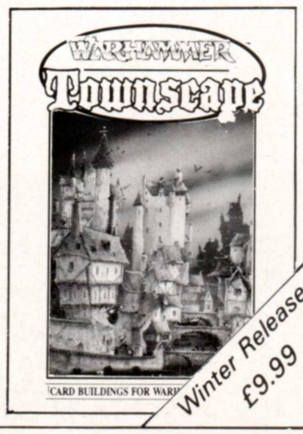

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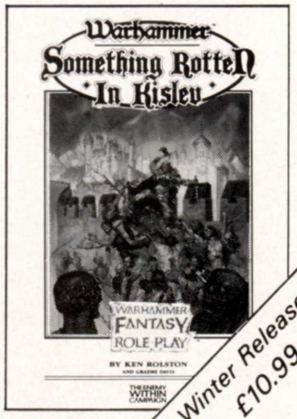

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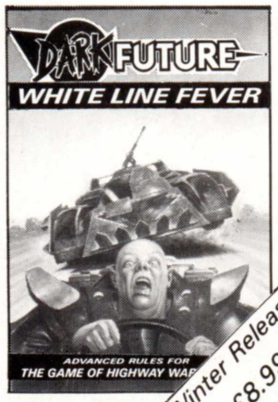

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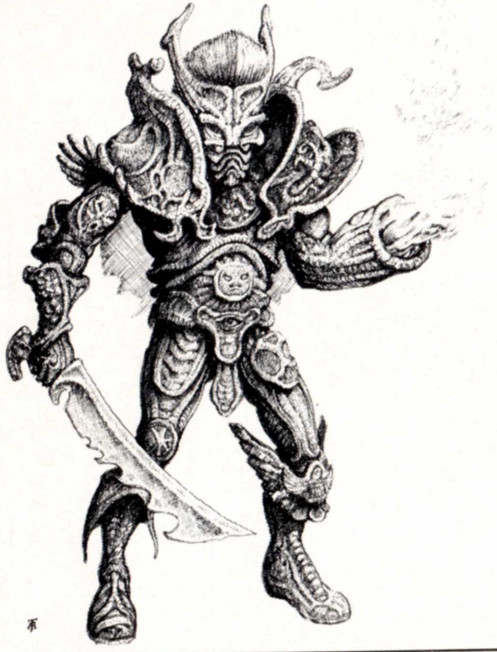
Realm of Chaos

The Lost and The Damned

Here's a brief look at some of the artwork you will find in *Realm of Chaos: The Lost and the Damned*. This book, together with its companion volume, *Slaves to Darkness*, makes up the most extensive collection of thematic illustrations we've ever put into print.



The work of Ian Miller is featured alongside studio favourite Tony Ackland, popular GW freelancers such as Tony Hough, Steve Tappin and relative newcomers to the GW stable, Gary Harrod and Paul Campbell. Apologies to those not mentioned - there are too many.

Volume II is currently being compiled at the studio. The book completes the mythos surrounding the four major Chaos Powers, a study that began with *Slaves to Darkness*. The focal characters are Nurgle, the Lord of Pestilence and Tzeentch, the Changer of the Ways.

Eat your heart out, Albrecht Dürer.

John Blanche

WR

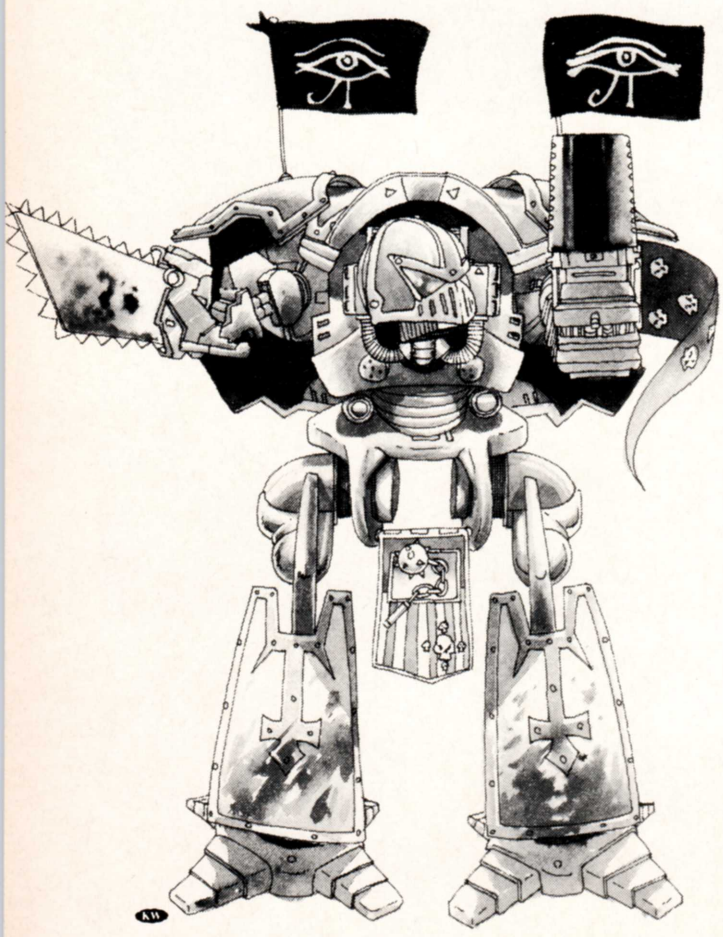
ADEPTUS TITANICUS™

COMPETITION

50 SETS OF *BATTLE TITANS* TO BE WON

To win an **Imperial Titans** box of Warlord class Battle Titans, all you have to do is answer four questions concerned with **Adeptus Titanicus**.

The first 50 correct entries will each win the new **Imperial Titans** boxed set. 500 runners-up will each receive a £5 Games Workshop voucher, redeemable at any Games Workshop or Independent Specialist Stockist, or through GW Mail Order.



QUESTION 1

What are the Fire Wasps?

A) A Chapter of Space Marines
B) An Imperial Order of Titans
C) A variant of the Warlord class of Titans
D) Warmaster Horus' personal Titan guard

QUESTION 2

Which of the following is *not* a variant of the Warlord class Battle Titan?

A) Eclipse
B) Nemesis
C) Reaver
D) Night Gaunt

QUESTION 3

What do the Death Bolts, the Deaths Heads and the Flaming Skulls have in common?

A) They are all variants of the Death Bringer class of Titan
B) They were all Rebel Titan Orders during the Horus Heresy
C) They all fight using Warlord Titans
D) They all use predominantly red honour banners

QUESTION 4

Where are Titan honour banners usually found?

A) Hanging from the carapace weapons
B) Flying under the back banner
C) Hanging from the Titan's arms
D) Slung between the Titan's legs

All entries should be written on a postcard clearly marked ADEPTUS TITANICUS COMPETITION, and sent to Games Workshop, Chewton Street, Hilltop, Eastwood, Notts, NG16 3HY. The closing date is Friday the 13th of January 1989. Don't forget to include your name and address.

RULES

The winners will be the first 50 chosen at random from all the correct entries received by 13th January 1989 and the runners-up will be the next 500 randomly chosen correct entries. All winners and runners-up will be identified by post. The judge's decision is final and no correspondence will be entered into. Employees of Games Workshop and Citadel Miniatures, and their families, may not enter.

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CREDIT CARD NO

CHAOS DWARF BALLISTICS

NIGEL STILLMAN** and **MIKE BRUNTON
introduce crossbows and a fiendish new missile weapon for Chaos Dwarfs.

'There. That's were we make our assault.' The Witchfinder General pointed to the corner of the Dwarven fortress. The wall had collapsed, leaving a ten foot wide gap.

'Captain Blaine, you have the assault. No prisoners, mind. These spawn of darkness are to be put to the sword. Their bodies will be burnt, their towers pulled down and their ashes scattered to the winds!'

'Aye, sir.' Blaine knew he could do it. A knighthood would be his due.

Now, under a steady rain of crossbow bolts, Blaine was having second thoughts. The breach was still open, but Quickfester Bodmin's Chaos Dwarfs had moved something into the gap. He couldn't quite see through the smoke, but Blaine had his suspicions: some sort of cannon, probably. He swallowed. Taking the breach would be hard enough against crossbow fire, but to walk down the barrel of a cannon!

There was a loud explosion, and a gout of flame filled the breach. Men fell, torn and shocked by a hail of metal and stones. There was a ringing blow on Blaine's helmet.

He had been right - a gun of some sort, another fiendish creation of these foul Chaos Dwarfs. Blaine reached up and pulled a gold coin, still warm from being fired from the gun, out of his helmet plume. He shook his head, partly out of sheer disbelief at his luck, partly to clear it. Then he realised that the gun had been fired too soon.

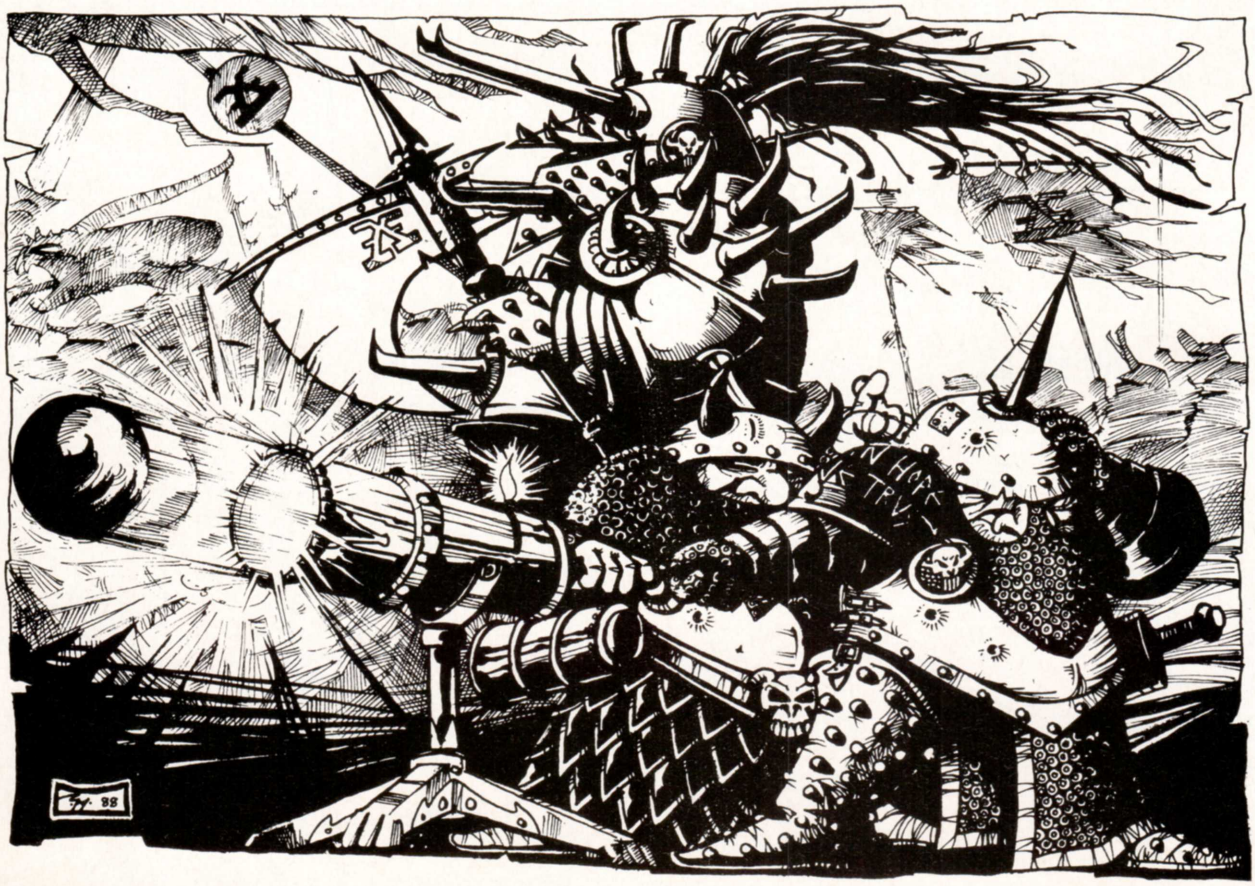
'Up and at them, my lads!' Blaine's eyes measured the distance to the breach. His company would be there before the Dwarfs could possibly reload and fire again. 'Attack! Attack! WITH ME!'

His men panted as they scrambled over the rubble in the breach. They were inside the walls.

The Chaos Dwarfs at the gun adjusted their aim slightly. Blaine frowned. They hadn't moved from the gun. They were ready to fire again!

'Oh sh- '

The Dwarf swivel gun roared once more. There would be no knighthood for Blaine.



THE CHAOS DWARF SWIVEL GUN

The Chaos Dwarf Swivel Gun is a light, portable cannon which only requires a crew of 2 Dwarfs to operate. Unlike heavier cannons which fire a solid ball, the swivel gun fires blasts of shrapnel. The secret of the swivel gun is its breech-loading mechanism; the gun has an ingenious breech block which can be detached from the rest of the barrel and loaded with a charge of gunpowder and a variety of shrapnel. Lead shot, pebbles, nails, rusty iron scrap, chains, broken bottles and even coins can be stuffed into the breech block. Each gun comes with two breech blocks so that a spare charge can be loaded while the first shot is aimed and discharged. The breech block is simply inserted into the rest of the barrel and wedged tight before firing.

The swivel gun's effect is devastating. The shrapnel inflicts hits on enemy troops within a broad arc of fire. This wide arc of fire, and the weapon's mobility in the hands of experienced operators, make the swivel gun an excellent weapon for providing close artillery support.

Unlike normal cannons which can discharge a ball through several ranks, the shrapnel firing swivel gun scatters shot among the nearest rank of a target unit.

Movement

The swivel gun may be carried by its crew without movement penalty. One crew member carries the tripod, the other carries the gun. Both crew members are required to carry the weapon and its ammunition. If either crew member is killed the weapon cannot be fired. The remaining crew member is moved in the same way as an independent character.

Because the swivel gun needs to be loaded with a charged breech block, the crew may not move and fire. If the gun fires, the crew may not make a *reserve move*. If the firer needs to be turned to fire on his target this does not count as movement as long as the model is not moved further.

Hand-to-Hand Combat

If charged the swivel gun crew may stand and fire or may halt. The crew may not run away unless they deliberately abandon the gun and its ammunition.

The crew may fight normally when engaged in hand-to-hand combat. However, if they're pushed back during the engagement the swivel gun and its ammunition are assumed to be left behind. Once the engagement is over, the crew may recover the gun. A swivel gun crew does not have to follow-up an enemy it pushes-back but may do so if the player wishes.

Firing

The swivel gun may fire within a 180° arc drawn from the firing model. The discharge from the gun will be blocked by any intervening terrain.

To fire the swivel gun take a tape measure expanded to the weapon's range (12 inches). Place one end of the tape measure at the gun's mouth and position the tape over a target model in the nearest rank of the enemy unit. The target model and the unit must be within the gun's 180° arc of fire. The shrapnel fired from the swivel gun hits the target model and D6 models either side of it, causing 1 hit on each model. Thus between 3 and 13 models can be hit by a single shot. Only models in the rank nearest to the gun can be hit. Shrapnel does not penetrate into rear ranks, even if the nearest rank is mown down before all the hits are used up.

Crew

The swivel gun requires a crew of 2 Chaos Dwarfs.

Crew Loss

Swivel gun crews are expert gunners who cannot be replaced with other troops, but a spare crew member may join another gun and act as a reserve crew member. A single crew member may not operate or carry the weapon.

Missile Fire

Missiles may only be directed against the crew.

Swivel Gun Units

Team may be organised into formal units which may consist of up to 4 teams. These units obey all the normal rules for units and it is assumed that one of the Chaos Dwarfs is the unit's leader. A character model may be allotted to the unit as a champion, or an independent character may *associate* with the unit during the game if the player wishes. This will confer the usual *Leadership* bonus on the whole unit.

Alternatively, individual teams may operate in the same way as individual heroes. Each team is then treated separately, although its two members must remain in base contact with each other. The team members may turn without movement penalty, move over difficult ground, move over obstacles and turn to face a charge, exactly like character models. The team may associate with a friendly unit exactly the same way as a character, and is bound by the rules for *joining, leaving* and *associated characters* given in **Warhammer Fantasy Battle**. The team is also treated as a character for targetting purposes, as described under the heading *Character Models and Missile Fire* in **Warhammer Fantasy Battle**.

ARMY LIST ADDITIONS

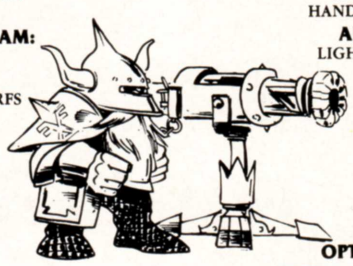
This is an optional addition to Armies of Khorne, **Realm of Chaos: Slaves to Darkness**.

0-8 CHAOS DWARF SWIVEL GUN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9

	RANGE	STRENGTH	SAVE MOD.	WOUNDS PER HIT
SWIVEL GUN	12″	6	-2	1

TEAMS PER UNIT: 1-4
POINTS PER TEAM: 55
TEAM: 2 CHAOS DWARFS
WEAPONS: HAND WEAPONS
ARMOUR: LIGHT ARMOUR



CHAOS ATTRIBUTES: D4-3
BASE SIZE: 20x20mm
OPTIONS
CREW MAY HAVE:
HEAVY ARMOUR.....1

This is an optional addition to the forces of Chaos detailed in **Warhammer Armies**.

0-30 CHAOS DWARF CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9
LEVEL 5 HERO	3	5	4	4	4	1	3	2	9	7	9	9

MODELS PER UNIT: 10-20
POINTS PER MODEL: 14
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: HEAVY ARMOUR
BASE SIZE: 20X20mm
CHAOS ATTRIBUTES:
CHAMPION D6-4
UNIT D4-3
OPTIONS
ANY UNIT MAY HAVE:
CHAMPION 53
DOUBLE HANDED WEAPON..... 2

Chaos Dwarf crossbowmen provide useful missile support for the shock troops which predominate in most Chaos hordes.

Chaos Dwarf crossbowmen may form a part of the *Armies of Khorne* in **Realm of Chaos: Slaves to Darkness**.

0-24 CHAOS DWARF CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	4	4	1	2	1	9	7	9	9

Chaos Dwarf crossbowmen provide lethal missile troops for Khorne's armies.

MODELS PER UNIT: 8
POINTS PER UNIT: 125
WEAPONS: CROSSBOW & HAND WEAPON
ARMOUR: HEAVY ARMOUR
BASE SIZE: 20x20mm
CHAOS ATTRIBUTES:
CHAMPION D6-4
UNIT D4-3
OPTIONS
COST PER 8 MODELS:
DOUBLE HANDED WEAPONS... 16

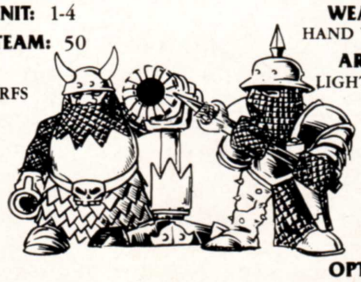
This is an optional addition to the forces of Chaos detailed in **Warhammer Armies.**

0-8 CHAOS DWARF SWIVEL GUN

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS DWARF	3	4	3	3	4	1	2	1	9	7	9	9

	RANGE	STRENGTH	SAVE MOD.	WOUNDS PER HIT
SWIVEL GUN	12″	6	-2	1

TEAMS PER UNIT: 1-4
POINTS PER TEAM: 50
TEAM: 2 CHAOS DWARFS
WEAPONS: HAND WEAPONS
ARMOUR: LIGHT ARMOUR



CHAOS ATTRIBUTES: D4-3
BASE SIZE: 20x20mm
OPTIONS
CREW MAY HAVE:
HEAVY ARMOUR.....1

DARK FUTURE™

WHITE LINE FEVER

IN THIS EXTRACT FROM *WHITE LINE FEVER*, RICHARD HALLIWELL HITS THE MARK AS HE EXPANDS THE RULES FOR SHOOTING IN *DARK FUTURE*.

"Watch your back!" The cry was screamed above the roar of the Interceptor's V12 and the 200kph wind, but Jenni 2K heard it.

She turned in the small space, swinging the chain gun around with her. Hair blew across her face as she clicked the gun's motor. A grid containing a green pinpoint floated in the middle of her view, back towards Detroit's Wildside Nogo. Trodes fell from both temples, winding into a Mirtech fire control deck taped below the gun motor. The trigger was manual.

Out of the Nogo haze, the Interceptor came. Evening sunlight glistened on a red flake paint job. Jenni 2K focused her gaze on the hood, staring trance-like until the green pinpoint settled on the Interceptor. Crosshairs appeared with a blink - and she squeezed.

DAKKADAKKADAKKADAKKA!

KABOOOM!!

Red flake and plexiglass engulfed in a fireball. Flashing crosshairs in her plastic eyes. A wheel dancing crazy patterns in the air.

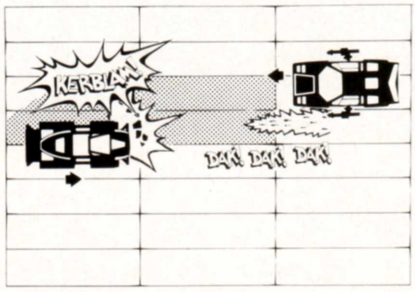
There was another cry above the roar, a cry of victory.

CC

ADVANCED SHOOTING

FIRE CORRIDORS

The following rules provide for variations in fire corridors according to the position of the firing weapon. Weapons mounted on wing and side hard points, for example, have fire corridors one lane to the left or right of the central corridor applying to hood, roof, and tailgate-mounted weapons. This is shown in the diagram below.



FIRE CORRIDOR FOR SIDE AND WING-MOUNTED WEAPONS.

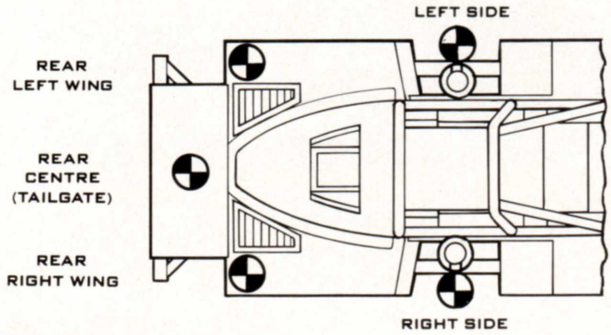
With a hood-mounted weapon, drivers must be more or less directly behind their targets. This can be extremely dangerous when the target is using passive weapons. Wing-mounted weapons offer the possibility of being able to fire at the target without running into the passive weapons.

CC

REAR HARD POINTS

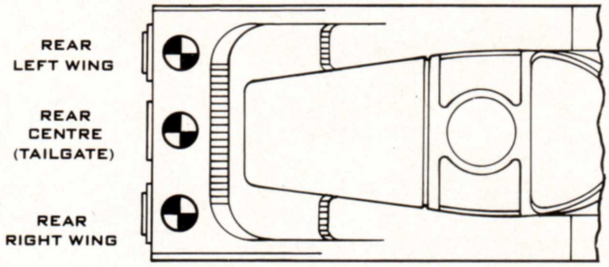
Both Renegades and Interceptors have three rear hard points (weapon mounts), one in the centre (the *tailgate*) and one on each *rear wing*.

RENEGADE



INTERCEPTOR

NB: NO SIDE-MOUNTED WEAPONS ON INTERCEPTORS



Each rear hard point may be used to mount one heavy or medium weapon.

Rear-wing mounts may be used for forward or rear-facing weapons (see below). These are subject to all the normal rules given for ordinary, front wing mounts.

Tailgate hard points may *only* mount rear-facing weapons.

REAR-FACING WEAPONS

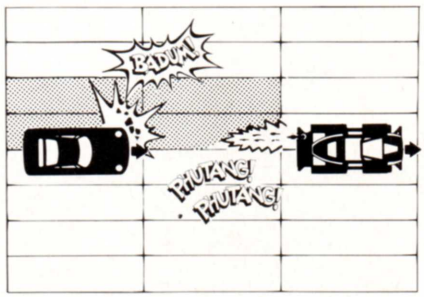
Any vehicles with suitable hard points (ie, roof, side, or rear), can be fitted with rear-facing weapons.

Weapons on side or rear wing hard points may be backward or forward facing. The tailgate hard point can *only* carry rear-facing weapons (for obvious reasons!). Note that when a hard point is used to mount two medium weapons, these must both be facing in the same direction.

All rear-facing weapons are subject to hit roll penalties. Rear-facing weapons on tailgate or roof mounts are subject to a -1 hit roll penalty. Rear-facing, rear wing-mounted weapons are subject to a -2 hit roll penalty.

The hit roll penalties make rear-facing weapons far less accurate. However, they can still be counted on to score hits at very close ranges. This makes them a useful deterrent against tailgaters; they're much better than any number of 'If you can read this, you're too close' stickers.

Rear-facing weapons mounted on central hard points (ie, roof or tailgate), have fire corridors corresponding to the one for forward firing hood-mounted weapons. Rear-facing weapons on the rear wings or sides have fire corridors corresponding to those for forward-facing side- or wing-mounts. By way of an example, the following diagram shows the fire corridor for rear-facing weapons mounted on either a side or a rear-wing mount.



FIRE CORRIDOR FOR REAR-FACING WEAPON ON LEFT SIDE OR LEFT REAR-WING MOUNT.

Interceptor drivers be warned! The use of rear-mounted weapons makes the Renegade far more dangerous. In the basic game, a Renegade could carry a maximum of two heavy weapons - one on the hood, the other on the roof or in an expensive turret. The Renegade's rear hard points now allow it to carry five heavy weapons. And four of these could be forward-facing...

OUTRIGGER MOUNTS

In the advanced rules, bikes are allowed a pair of *outrigger mounts*. Outrigger mounts cost cost $5,000 for a pair, and do not add to the bike's weight. They may mount lightweight or medium weapons, which *must* be forward-firing. In order to balance the bike, both outrigger mounts *must* be occupied by identical weapons, and the weapons *must* be linked (see below).

Outrigger-mounted weapons use the normal two-lane fire corridor for bike-mounted weapons.

To model outrigger-mounted weapons, you can simply snap the mounting peg off the weapons and glue them to the panniers of your bike model using a polystyrene cement. If you are an experienced modeller, you might like to experiment, making your own outrigger mounts from bits of sprue or suitable items from your spares box.

Outrigger mounts may carry *two* 50mm missile tubes each (ie 4 tubes on a pair of outriggers). This is the *only* time when an outrigger mount may hold more than a single weapon.

Medium weapons on outrigger mounts may *not* be double-loaded. Lightweight weapons may be double-loaded as normal.

A bike may *not* be fitted with outrigger mounts and crash bars (see *Safety Devices*) - the player must choose one or the other.

Outrigger mounts are very vulnerable. When a bike with outrigger mounts takes a side hit, the hit is always on the outrigger mount. When a bike with outrigger mounts takes a hit from the front on left or right weapons, roll a dice - if the dice scores an odd number, the outrigger mount takes the hit.

Bikes which have had one outrigger mount disabled will automatically fail a control loss test every time a weapon on the other outrigger mount is fired.

LINKED WEAPONS

The following rules explain how two or more similar weapons mounted on different hard points may be linked. Provided the weapons are facing in the same direction, a single shoot action will then fire all of them.

Note that only identical weapons which face in the same direction may be linked.

A machine gun, for example, can never be linked with a laser, and a 40mm GL can't be linked with a 20mm GL. Nor may players link front and rear-facing weapons together.

Weapons on different mounts *may* be linked; such as sets of identical, forward-firing weapons on front and rear mounts, for example.

When weapons are linked, they are all fired using the same shoot action.

Although it costs nothing to link two weapons, the link cannot be side-stepped. Once a number of weapons have been linked, the driver must fire *all* of them - even if he only wishes to use one.

Because it is possible to link hood, roof, wing, or side-mounted weapons together, the individual weapons may have different fire corridors. The appropriate amount of ammunition must be expended for all the linked weapons following each shoot action which fires them - even if there is only a target in the fire corridor of one of the weapons.

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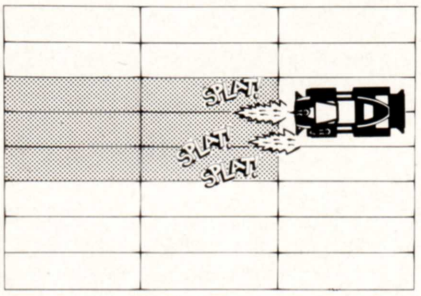
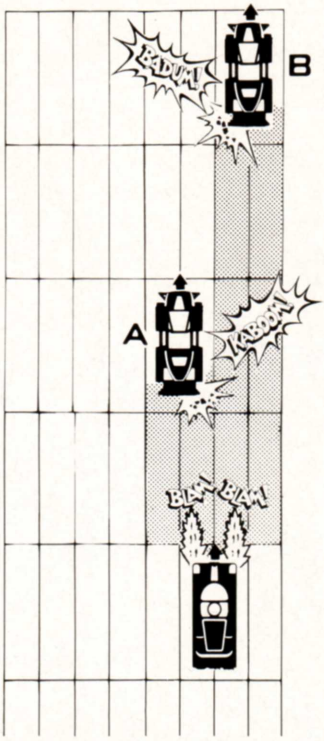


THE DRIVER OF THIS CAR HAS A PAIR OF HOOD-MOUNTED MG'S LINKED TO ONE ON THE LEFT-WING.

When linked weapons have different fire corridors, each one must shoot at the closest target in its own fire corridor. A separate hit roll is made for each weapon firing.

This makes it possible for a driver to fire at two or more different targets using the same shoot action. There are no hit roll penalties for this.

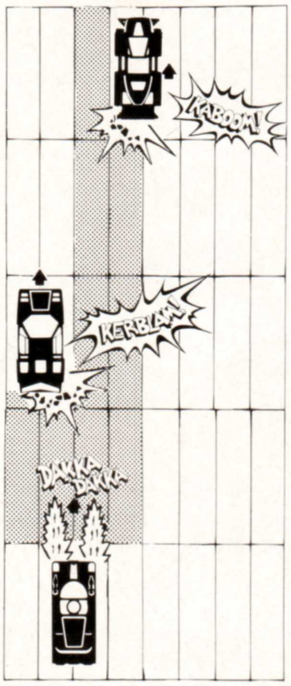


THE INTERCEPTOR HAS GL'S MOUNTED ON THE ROOF AND BOTH WINGS. THE ROOF AND LEFT WING-MOUNTED WEAPONS FIRE AT RENEGADE A, WHILE THE RIGHT WING-MOUNTED GL FIRES AT B.

The potentially broader fire corridors of linked weapons can be both an advantage and a handicap. Most of the time, linked weapons allow the driver to engage targets in a much broader fire corridor, and often the driver can engage two or more targets at once. However, the fact that all of the weapons must fire can often lead to wasted ammunition, when weapons are firing with no target.

Occasionally, a driver may find himself unable to shoot at what seems a clear target, when he has a friendly vehicle in the fire corridor of a different, linked weapon.

Drivers with linked weapons systems may have both friendly and enemy targets in their fire corridor. When this happens the driver can only shoot by passing a *cool test* - rolling a number less than his *drive skill*. If the dice roll is equal to or greater than the driver's skill, the result is failure and the driver may not fire at all.



THE DRIVER HAS ONE FRIENDLY AND ONE ENEMY TARGET FOR HIS LINKED WING MG'S. TO BE ABLE TO FIRE, HE MUST PASS A *COOL TEST* AGAINST HIS DRIVE SKILL OF 4. THE PLAYER WISHES TO FIRE, SO ROLLS A DICE FOR THE COOL TEST. IT SCORES A 3 WHICH IS JUST ENOUGH TO PASS THE TEST. THE DRIVER FIRES - ENGAGING THE ENEMY TARGET WITH THE LEFT AND HOOD-MOUNTED MG'S AND THE FRIENDLY CAR WITH THE RIGHT-WING MG.

CC

DARK FUTURE STREET WARRIORS

Designed by Alan Perry

Figures supplied unpainted. **WARNING!** *This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age*

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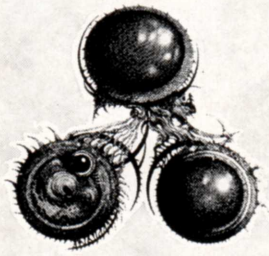
URVIVAL OF THE FITTEST

Realm of Chaos gives players of _Warhammer Fantasy Battle_ and _Warhammer 40,000_ a chance to build up powerful characters over the course of several games. As a Champion of Chaos or Chaos Renegade fights in the service of his patron Chaos Power, he and his warband of followers will receive rewards in recognition of their loyal actions. Each reward will make the character a little more powerful - by fighting several battles with the same Champions and Renegades, you can make these characters into mighty adversaries to be feared and respected by all they meet. This character development is fully covered in both volumes of _Realm of Chaos_ - in this article, _Mike Brunton_ and _Rick Priestley_ tell you how the same continuity and development can be applied to your whole Chaos army.



As his followers looted the dead, Broon stood upon the hill locked within his own thoughts. The bestial greed of his followers - their rapacious need for gold - meant nothing to Broon. Death hung round him like a cloak, and he needed no further reminder of mortality.

His sword murmured as it drank from a pool of blood. A rich ruby colour crept along its length. Broon cradled its pommel and thrust the sword into another body. He watched with casual concern as its hilt grew red and then deep crimson. When he pulled the blade free, both warrior and sword heaved a sigh. For the moment, they were satisfied.

Around him, his underlings laboured. The warband had lost five Beastmen in the skirmish. They had disobeyed Broon's orders and paid the price. Now they lay among the corpses, stripped and ready for the carrion birds, limbs twisted and snapped by foul sorcery. The armour which had served so badly was stripped from the dead - friend and foe alike. A battered cap of steel was thrown down the hill, spinning in the cold air. Daggers and swords were carefully cleaned and their edges tested.

Packs were ripped open, their contents spilt across the heather. Rings, torn from still-warm fingers, were displayed by new owners. Coins were scattered on the ground. Maalic, Old Gunther, Fergaz and Juuro had found a set of dice, and they played for the right to rob the most promising bodies.

Three Thumbs worked a little apart from the others, allowing them to have first pick of the dead. He had once found a golden tooth, and now he moved from corpse to corpse, his extractions more vigorous than expert. The Beastman pulled and tugged each precious tooth free, his strong claws finding enough purchase. When a mouth yielded no gold, he knocked the teeth as punishment and left a bloody trail of silent screams in his wake. Three Thumbs' victims would have to eat soft fare in the afterlife.

And in the middle of this madness Broon watched, impassive and uncaring, as Man and Beastman squabbled over the fallen. He had no need to speak: fear of Broon and his sword kept his servants from fighting among themselves. Arguments were permitted; blows brought swift death.

Ballus and Taargeth had found two wineskins, and were drunk. Three Thumbs had finally run out of mouths, and so filled his own, laughing at his new wealth. Wine ran down his chest and matted his fur.

Broon stood alone. He had no need of wine. He had survived another battle in his lord's service. Now there would be more.

"Master?" Three Thumbs was hesitant. He held out the dripping wineskin to Broon. There was no reply. "Master? We camp here? We eat?" Three Thumbs bent and pulled one of the dead closer. "See. Good eating!"

Broon looked at Three Thumbs, who had already worried some flesh from the corpse. At Broon's stare Three Thumbs froze, meat hanging from his jaw. The Beastman spat out his mouthful and took a step back. Broon's sword twitched in its own kind of greed.

The warrior's voice was cold and dead. "We march. There are other battles to fight before I have rest."

Most players of **Warhammer 40,000** and **Warhammer Fantasy Battle** will be used to fighting games as one-offs. In this sort of game the army, whether victorious or vanquished, is packed away after the battle only to reappear for the following game in exactly the same form. You may, of course, change your army composition between games in accordance with the army list, but the events of the previous game have no bearing on the next.

You may use **Realm of Chaos** armies in this way if you wish, but the real object of every good Chaos general is to grow in might from battle to battle, the army gaining in power as it receives rewards for its Chaos Champions or Renegades and their followers. This article describes how to make these changes to your forces from game to game.

CAMPAIGN GAMES

If your armies form part of an organised campaign, their constituent units and characters will vary as games are fought. A character may be killed outright in his first game, for example, depriving the army of his presence in future games. You must record what happens to your forces during every playing session, so that when your army next takes the field it will be the same force but with suitable modifications.

Not all changes are for the worse, of course: the loss of some troops may be amply recompensed by the acquisition of new followers as the result of a reward. Similarly, old die-hards are likely to grow in power as they gain Chaos attributes or as they are gifted for their service. Even troops which fall as casualties may not in fact be dead, but, as described below, may survive the battle bearing only minor wounds.

RUNNING A CHAOS ARMY

It is possible for any player with a Chaos army to fight it against chaotic or other opponents without taking part in a structured campaign. The army may still use the results of the game to change in exactly the same way as in a campaign. This is similar to the way in which a role-playing character may be transferred between different role-playing games, taking the benefits gained from each successive game into the following session.

In an army, troops will be killed and replaced, and characters will gain rewards for themselves and their followers. Such an army will obviously tend to vary in its actual points value, but it is always considered to have the same value as when it started. Of course, you should make this clear to your opponent before the game. He may not wish to fight if you have an extremely powerful force, although he is not so likely to object if the army has fallen below its nominal points value!

To get the most out of this system, a group of players should each use their own Chaos army to fight games between themselves. The players must accept that a particularly successful force will gradually become unbeatable. At that stage the commander may be unanimously declared the overall winner. Any player disputing the player's supremacy will have to back up his position by fighting a battle! The ultimately victorious army may then be placed aside, and all players start afresh with new armies.

However, the old victorious army is not forgotten; it remains as an army in the game and may be challenged by a new army at any time. A successful player may therefore acquire several Chaos armies of varying degrees of power, just as a player of **Warhammer Fantasy Roleplay** may have several characters at different stages of development.

You are never obliged to continue using a Chaos army if you do not want to. You may abandon it at any time and start again from scratch, using a new force created with the same initial points value. Often an army will reach a point where any interesting beneficial features are outweighed by its losses. Such an army is probably best retired and a new one started.

WINNERS AND LOSERS

Before you can begin to modify your army after a battle, it is necessary to establish the winning side. In a normal Warhammer battle this can be done by means of the points value of troops remaining. In a game involving a Chaos army this is not possible because many of its constituent units are generated randomly as followers, and will change from game to game. The points value therefore applies to the group as a whole and not to individual models.

For battles involving Chaos armies, therefore, the victor may be established easily by fighting the game until one player surrenders, or until his entire army is routed from the table or destroyed.

CASUALTIES

Every army, no matter what its size, suffers casualties in battle. During the game, all casualties are treated as though they are dead. They are simply removed from the tabletop, and take no further part in the game.

Varek stared down at the rabble crossing the valley and gave a snort of disgust. Muttering dark curses to himself, his words slurred and confused by a broken jaw, he wheeled to face the warriors crouching in the gorse. As he looked them over, checking all were ready, brief snatches of the past ran fleetly through his mind - battles fought alongside the veterans of his band, bloody faces bellowing their victory to the sky, the ghosts of those less fortunate...

He raised his right arm, its metal braces creaking as they rubbed against the rusty elbow joint - after this battle he would need a new arm, a sturdier replacement for this makeshift limb. But first the heretics that crossed the valley would pay; it was at their last encounter that his arm had been shattered and the wound infected. Now was the time for revenge.

ESTABLISHING CASUALTIES

During the game, every figure removed is treated as dead. This may not be the case: there are also the unconscious, the injured and the walking wounded. Although these are not dead, they are certainly incapable of taking any further interest in the battle - they are now more concerned with their injuries. Some casualties are undoubtedly dead, but the majority, although battered and bruised, will recover enough to fight in the next battle.

Once a battle has been fought you don't have to abandon your old army and create another one from scratch; the survivors from the old army are used in the new force. All the survivors, including casualties who have now recovered, can be reorganised and sent into battle once again. Suitably rewarded by the Chaos Powers, and perhaps with new weapons and equipment scavenged from the previous battle, these veterans form the core of the new force. Of course, other models may be added to the army as characters receive Chaos rewards and new followers, but the survivors remain in place, ready to fight on in the service of their patron Chaos Power.

A **Realm of Chaos** force, either an army or a warband, has a continuity which lasts from game to game. Models may have to be converted to represent the acquisition of Chaos rewards which modify appearance, but the characters and warriors they represent are the same, veterans of earlier battles. In this way you can continue to use your models, adding the odd Milliput tentacle or set of wire and foil wings as required, preserving the core of the army for use in your next game.

AFTER THE BATTLE

Between battles it is assumed that the injured are recovering, weaponsmiths are putting a new edge on battered weapons and knocking the dents out of armour, and the army's commanders are planning the next battle.

These actions occur automatically; you don't have to actually play them out in any way - they simply happen after you have finished one game and before the next begins. The following guidelines show the sequence of events between battles.

1. Models which survived the battle recover fully: they regain all *Wounds* lost during the game. Any magical or similar effects that lasted for the duration of the battle are negated.

2. Casualties are checked to see if they are truly dead or have only suffered injuries. The fate of casualties is determined randomly. See *The Fate of Casualties*.

3. The victorious side may pillage equipment, weaponry and armour from both their own and the enemy's casualties. See *Pillaging*.

4. Chaos rewards are rolled up for Champions of Chaos and Chaos Renegades. See *Rewards for Survivors*.

5. New followers may be generated for inclusion in the warbands of Champions and Renegades.

6. Warbands can be organised into units, and partial units can be reorganised as required.

7. Finally, if a Champion or Renegade has gained Chaos rewards, choose which of his followers (individuals or units) are going to be given their own rewards and then roll for the rewards received.

THE FATE OF CASUALTIES

Casualties which are removed from the tabletop during a battle are not necessarily dead. During the game it is convenient to simply remove them from the tabletop: the extent of a model's injuries are not important at the moment it becomes a casualty - all that matters is that it can no longer fight.

However, the majority of these casualties will survive to fight in later battles, possibly with some injury. The exact fate of a casualty is determined randomly after the battle has ended.

There are two major groups of casualties who are always considered dead and that cannot be recovered to fight in the next battle:

Anyone who became a casualty through a Daemon Weapon attack is always dead and cannot be recovered as injured;

Any model that has become an Undead cannot be recovered as injured (eg if the victim has become a Skeleton due to being killed by a Chaos Weapon with the *Skeleton Horde* property).

For every other casualty of the battle, roll a D6 and consult the following table. The losing side should add +1 to the dice roll to represent the actions of the victors during pillaging.

CASUALTY TABLE

D6 Fate of the Casualty

1-3 The casualty is winded, knocked out or otherwise slightly injured. He recovers completely in time for the next battle.

4-5 The casualty has suffered some sort of serious injury. Injuries for Champions and their warbands are generated using the *Serious Injuries Table* below.

As rolling up injuries for the whole army will take a long time, you can simply roll a D6 for other seriously injured models, and apply the following result:

D6 Quick Result for Serious Casualties

1-4 The model makes a complete recovery, aided by arcane mechanical and magical replacements for lost limbs and organs (these replacement limbs may be painted onto miniatures or represented by conversions but they have no effect on the model's profile or abilities).

5-6 The model dies as a result of its injury, or is too maimed to remain a useful member of any army or warband; it is abandoned by its comrades-in-arms.

6+ The casualty has been slain outright, or has succumbed to its dreadful injuries while lying wounded upon the field. Champions of Chaos and Chaos Renegades may have to endure service as a Skeleton Champion - see *Becoming a Skeleton Champion* in **Slaves to Darkness**.

The nature of serious injuries for Champions, Renegades and their warbands are determined by rolling a D100 and consulting the *Serious Injuries Table*.

SERIOUS INJURIES TABLE

D100 Injury

01-50 KNOCKED OUT
The model is ready for action in the next battle.

51-53 EYE
One eye is blinded. Reduce **BS** by -1.

54-55 EAR
One ear is deafened - a character may be deaf in one ear without suffering any penalty, but a model deafened in all his ears cannot communicate (**Ld** is reduced by -1).

56-57 NOSE
The casualty's nose is smashed in and looks really awful. This doesn't affect the game, but his youthful looks are ruined forever.

58-60 MOUTH
Terrible injuries to the mouth and teeth make it difficult for the casualty to speak. Reduce **Ld** by -1.

61-63 FACE
The casualty's face is terribly disfigured. Add +1 *fear point* to the victim's **FP** total. See *The Mark of Chaos* in **Slaves to Darkness** for details of *fear points*. The victim also loses all *bite* attacks.

64-65 BRAIN
The casualty's mind is unhinged by his injuries. **Ld, Int, Cl** and **WP** are all reduced by -1.

66-75 LEG
One of the casualty's legs is crushed beyond use. **M** is reduced by -1. If the casualty loses all his legs he cannot move on his own.

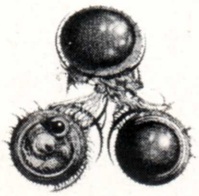
76-85 ARM
One of the casualty's arms, claws or tentacles is crushed or torn away. He loses one *Attack*.

86-95 BODY
The casualty has been partially eviscerated. **S** and **T** are permanently reduced by -1.

96-00 ROLL TWICE

Heal the machine, Adept. Cleanse the wounds in its armour and set its broken axles. Pour balm into the engines. Breathe life into its thought mechanisms. Renew the death in these gun barrels. Do all of this healing for me. Work your arcana. Or I will read the future in your entrails.

- Balbus Gorrim, the Renegade of Sauvage



PILLAGING

Robbing the dead has always been a part of warfare. After a battle come the spoils of victory - the dead are robbed of their money, food, weapons and anything else of value by the victors. Once the warriors have had their pick, others move in and strip the corpses completely. Finally, the true scavengers and carrion have their turn, leaving only white bones to mark the site of the battle.

The winning side gains the right to pillage the dead left on the battlefield. Only the winning side may pillage. The losers are assumed to be too busy running away to waste time in robbing the dead. Pillaging only occurs once the battle has ended, and all the models that were removed as casualties have been tested to see if they survived or if they were actually dead. Pillaging is conducted as follows:

1. The victor counts the number of models in his army, including any casualties that have been recovered as survivors.
2. Each model on the winning side may pillage the equipment of one dead model. The winning player picks which of the dead he wishes to pillage, choosing models from either side.
3. All of the equipment carried by the chosen model is taken by the pillager. The winning player may note down any armour, weapons and equipment that are gained, and may distribute these amongst his forces as he sees fit.

VEHICLES AND SUPPORT WEAPONS

Alongside the dead and dying, **Warhammer 40,000** battlefields can be littered with wrecked and damaged heavy equipment. Damaged vehicles, support weaponry, dreadnoughts and robots can all be left behind by a retreating force.

Victorious Chaos Renegade warbands can recover some of this wargear. Roll a D6 for each vehicle or heavy item which remains upon the battlefield.

On a result of 1-3 the Renegade's retinue have managed to salvage the vehicle or item. Before the next battle it is properly repaired and restored to full working order. The warband may use it, if the player wishes, during any of its subsequent battles.

On a result of 4-6 the machine is too badly damaged to be of any further use. It cannot be salvaged and must be abandoned on the battlefield.

REWARDS FOR SURVIVORS

Champions of Chaos and Chaos Renegades who survive battles can earn rewards from their Chaos Powers. These rewards are given as marks of appreciation for loyal service. The *nature* of a reward doesn't matter when considering the *number* that a Champion or Renegade can earn on the battlefield.

Two systems are presented here. One requires no paperwork during the game, the other requires each player to keep a brief note of their Champion's achievements during the battle. Either system may be used, but you should agree which method you are using before the start of the battle.

The Champion or Renegade receives his rewards at the end of a battle, before the next game begins. All rewards are generated using the tables in *The Followers of Chaos* (see **Realm of Chaos**).

Remember that Champions and Renegades that receive Chaos rewards may also be entitled to new followers, gaining a chance of more followers for every two rewards they have received.

THE PAPERLESS SYSTEM OF REWARDS

This system of giving out rewards to Champions or Renegades uses a minimum of paperwork. All surviving Champions of Chaos or Chaos Renegades receive rewards - even those that have been removed as casualties and later recovered as injured. The number of rewards received is as follows:

The Champion/Renegade was	Rewards Received
Leader of the victorious side	3
Part of the victorious side	2
Part of the losing side	1

A Champion or Renegade receives rewards only once for taking part in a battle. He may not receive a double allowance of rewards for being the leader of a victorious force and for being a part of the force.

Once the number of rewards earned by the Champion or Renegade is known, the type of reward received is rolled for in the usual fashion. Once a reward has been determined, alter the profile of the Champion or Renegade as required.

The night after the battle, Gottfried felt most unwell. Perhaps the wine he had drunk, or the mouldering flesh he had eaten, was not to his stomach's taste. His sleep was wracked by terrible dreams, images that chilled even his battle-heated blood: Daemons frolicking in the light of Gottfried's own burning entrails. They tossed a small clay figure back and forth, tweaking its limbs into unnatural contortions. When Gottfried took his turn on watch, the visions persisted. He saw that the figure had his own face, sadly knocked askance by the Daemons' rough playfulness.

Gottfried scratched an itch between his shoulder blades, one that he had never quite been able to reach. By the light of the faltering moon, he saw that his own limbs were twisted most unnaturally. In the muddy reflection of a pool, his own face had uncannily slid across his head. Thus rewarded, he returned to his watch, a true servant of Chaos.

THE NOTE-TAKING SYSTEM OF REWARDS

Rewards are gained for deeds which directly aid the Champion's Chaos Power. Other acts performed by the Champion or Renegade are meaningless, and earn him little respect in the eyes of his Master.

Note that the same number of rewards are earned regardless of the number of times that the Champion or Renegade performs the specified action. For example, a Champion of Khorne receives a reward for killing followers of Slaanesh - it makes no difference if he kills one follower or one hundred, he still only gets the one reward. And however heroic the actions of the Champion or Renegade, no more than three rewards can be earned in any battle.

Rewards are earned for the following actions:

EARNED REWARDS TABLE

Action	Rewards
Any Champion or Renegade:	
Being on the victorious side	1
Slaying a Greater Daemon of another Chaos Power	3
Champions and Renegades of Khorne	
Killing wizards or sorcerers	1
Killing followers of Slaanesh	1
Killing Champions of Slaanesh	2
Killing allies and friends*	2
Champions and Renegades of Slaanesh	
Killing an enemy by magic/psi-abilities	1
Killing followers of Khorne	1
Killing Champions of Khorne	2
Killing through excessive pleasure**	2
Champions and Renegades of Nurgle	
Infecting an enemy with any disease	1
Killing followers of Tzeentch	1
Killing Champions of Tzeentch	2
Infecting an enemy with Nurgle's Rot	2
Champions and Renegades of Tzeentch	
Causing a Chaos attribute in an enemy	1
Killing followers of Nurgle	1
Killing Champions of Nurgle	2
Causing an enemy to die through mutation †	2
Killing by only using magic/psi-abilities ††	2

* The followers of a Champion do not count as 'friends and allies'. The victim offered to Khorne must be a being of equal or similar stature to the Champion - another Champion, for example.

** By killing an enemy using the Slaaneshi *Acquiescence* or *Beam of Slaanesh* spells.

† By using the Tzeentchian *Transformation* spell or by using a *Warp blade*.

†† If the Champion or Renegade enters hand-to-hand combat at any time he does not receive these two rewards.

ORGANISING SURVIVORS AND WARBAND UNITS

In **Warhammer** games a unit usually includes only one basic type of creature. However, once survivors have been determined, a unit may only have a couple of models in its ranks. In such cases it is often desirable to have different creatures in a single, larger unit.

A warband may also begin with small units. When determining followers, Champion and Renegades can receive, for example, *2D6 Beastmen* or *D6 Dark Elves*. They may only receive two or three models at a time. Similar creatures which join a warband at the same time are usually organised into a single unit. This need not be the case, however, and it is possible to create mixed units of recruits and veterans who have survived several battles.

Although a rag-tag appearance is the result, units with more than one type of creature in them are permitted. Obviously, some models, such as characters and powerful monsters are better suited to independent action, but the majority of models in a warband or army should be in some sort of unit.

There are no limits to the type of creatures that may be grouped into a single unit within a warband and these units can be reorganised between battles if required.

For example, after a particularly hard fought battle a Khornate warband has been reduced to four units: one unit of two Beastmen, one of a single Beastman, a unit of six Skaven and, finally, a unit of three Chaos Dwarfs. The Champion is also unlucky when rolling for new followers - he receives none. In this case, the warband is reorganised into two units: the six Skaven in one unit, and the remaining three Beastmen plus the three Chaos Dwarfs in the other unit.

Once they have been created, units cannot be split when reorganising a warband. Whole units can be combined but, once assigned, models may not be shuffled between units.

RULES FOR MIXED UNITS

Models in a mixed unit need not be identically equipped. Each model has its own profile, armour and equipment.

Movement

In **Warhammer Fantasy Battle** games, a unit must move as a single force, using the *Movement* rate of the slowest member.

In **Warhammer 40,000**, models in mixed units may move at different rates, provided the usual 2″ unit coherency rules are observed.

Psychology

All the creatures in the unit share the *psychology* of their comrades. The attitude of some creatures in the unit towards outsiders can infect the whole of the unit, even if only one model is subject to a particular *psychological* condition. For example, in a combined unit of Orks and Squats, the Squats are subject to *hatred* of enemy Squats, and the Orks are subject to *hatred* of enemy Orks. Such *psychological* effects do not, of course, apply to friendly troops.

Tests

All tests are made for the entire unit using the lowest applicable characteristic of the unit members. The whole unit is affected by the result.

For example, if a *rout* test must be made by a unit the test is made against the lowest *Leadership* characteristic in the unit. If the test is failed the whole unit routs, including those models which would have passed the test if it had been made against their own **Ld** score.

FOLLOWERS AND REWARDS

If the Champion or Renegade leading a warband has received any rewards, the members of the warband receive a similar number of rewards between them. These rewards are generated using the *Followers' Rewards Table* in **Slaves to Darkness**.

Rewards may be given to individual followers, or to units. If the warband is going to be reorganised as a result of casualties or new members, the rewards are assigned after the reorganisation.

Models which are kept together and rewarded as a unit change and survive as a group. They become a key element of a warband or army, one which develops and changes as its members survive battles and are augmented by new creatures. The models should be converted to show the attributes that they have gained during the campaign.

MODELS AND CONVERSIONS

With the survival system in this article, you can use the same models to represent the same characters again and again, taking them from one game to the next. This is particularly valuable if you have spent time painting and converting your models to represent the Chaos attributes they have gained. And over time, you can add to these models, converting them further as they become more powerful.

If a character is injured the model can be changed to represent the fact: you can repaint it to show a mechanical replacement limb, or add scars and deformities to the injured area.

Tentacles, wings, horns and other obvious physical attributes can also be added to models. Following the hints that appear each month in *'Eavy Metal*, you can use modelling putty, wire, foil and parts of other models or toys to create the proper appearance for the mutants in your army.

One of the most satisfying things to do is to give your surviving units banners on which their victories can be recorded. A small symbol or even the name of the battle can be painted onto the unit's banner to display its past glories in future games. Traitor Legionnaires can be given back banners to show off the glory of their squad, and those who have taken part in outstanding actions may receive badges of merit or kill markings in recognition of their service. Next time you fight a battle with your army, their previous successes will be there for all to see, reminding the other players of their defeat at your hands.

Much of the wargear that can be obtained through pillaging is already available from Citadel Miniatures: for example, shields or **WH40K** heavy weapons. These can either be bought as separate items and added to your existing models, or you can buy replacement models and paint them with the same colours as the other members of the unit. Other equipment, like many of the Chaos attributes, may have to be added by conversion work.

Vehicles can also be retained from battle to battle. Again, these can be converted and repainted to show their change of ownership and new weapons added. If your force salvages a vehicle or support weapon from the battlefield, you must, of course, give the owning player his model back. But you can then buy an appropriate model or convert one of the models you already own and paint it to suit its new users. Once you have converted and painted your Land Raider, for example, you can then use it in all your forthcoming games with this army, painting battle honours and kill markings on the side as the army fights its way to glory.

To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy's presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.

- Legiones Astartes Tactical Codex

DWARFS

CHAOS DWARF CROSSBOWS

Designed by
Michael Perry

20 H R M

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031305

031306

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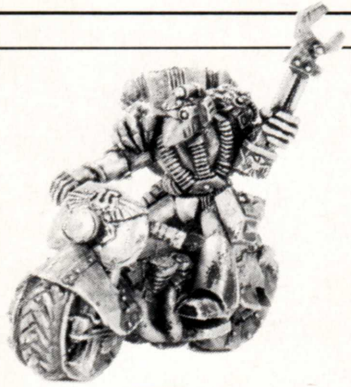
SPACE MARINES

TECHMARINES

Designed by
Mark Copplestone
& Alan Perry



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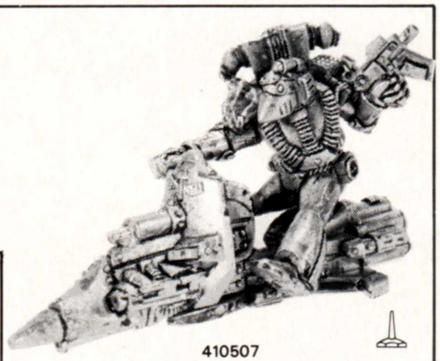
TECHMARINE ON
VINCENT BLACK SHADOW MOTORBIKE



410507
TECHMARINE ON JET BIKE

4105

TERMINATOR MARINE

Designed by
Jes Goodwin

25 H R M

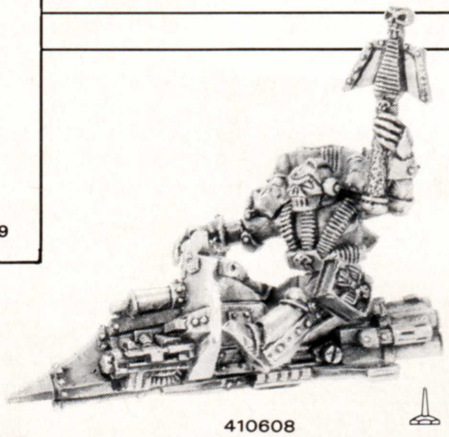
410609

4106

410607
CHAPLAIN ON
VINCENT BLACK SHADOW MOTORBIKE

CHAPLAINS

Designed by
Mark Copplestone
& Alan Perry



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CHAPLAIN ON JET BIKE

4106

WARHAMMER 40,000

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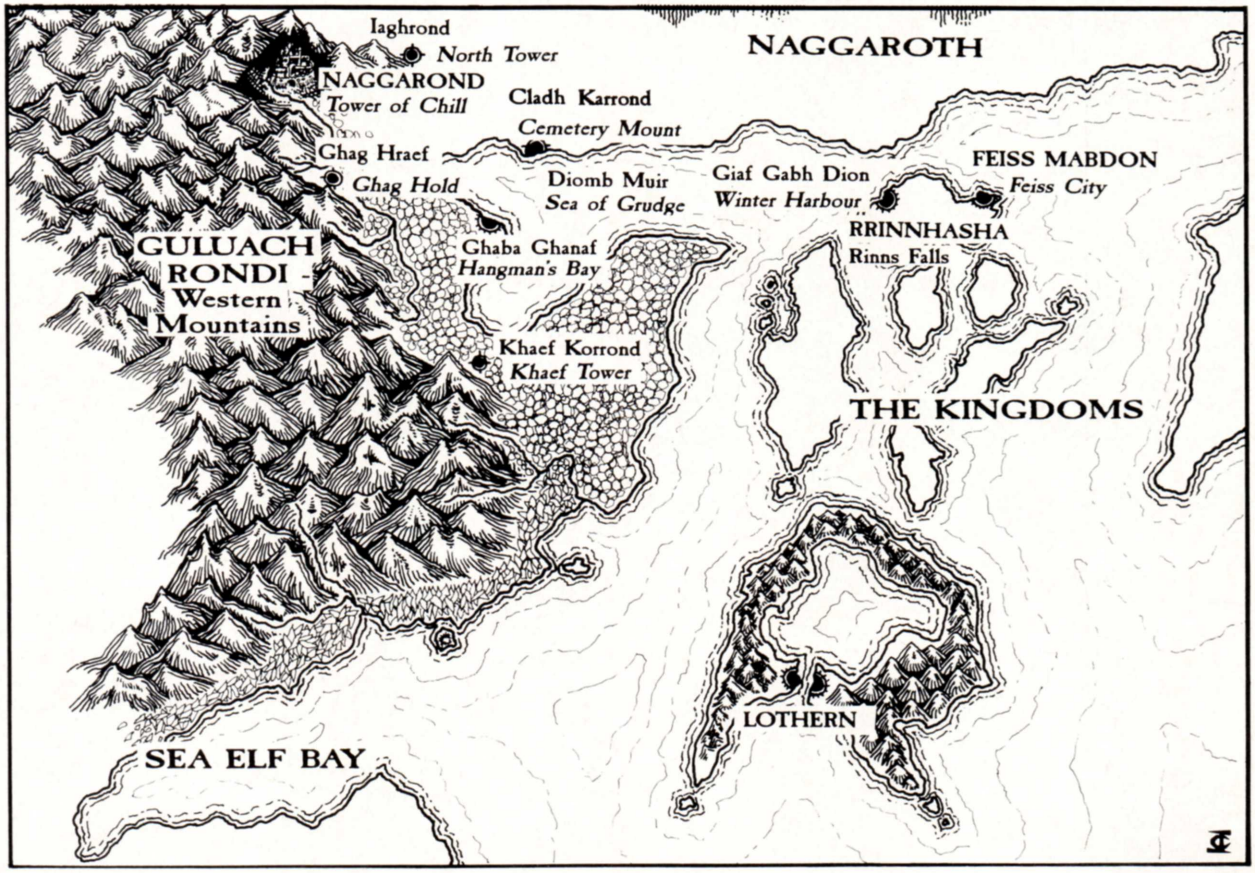
CITADEL™ MINIATURES

REGIMENTS OF RENOWN

WITCH ELVES OF NAGGAROTH

BY RICHARD HALLIWELL

Of all the Dark Elf forces, by far the most dreaded and feared are the Witch Elves, the blood-crazed warrior-women sworn to seek death in battle for the glory of their dark god Khaine. Richard Halliwell has unearthed this chilling account of the return of the Witch Elves after millennia of silence in the Battle of Rrinnhasha.



> With my own eyes I have seen the gruesome spires of Naggarond. I have trodden its streets. I have lived its madness.

NAGGAROTH

THE EXILES

The Elven Kingdoms are scattered through a hundred islands in the Western Ocean and on the eastern edge of the New World. Ulthuan is the largest of the Elven isles, and its capital, Lothern, is the seat of the Eldar Council. Under the auspices of the King of Lothern, the most powerful Elven monarch, they rule the disparate kingdoms.

Millennia ago, the *Malteeras,* or People of the Northern Reaches, forsook their old gods and succumbed to the dark seductions of Chaos, turning to Slaanesh, the Lord of Pleasure. They plunged the Elven Kingdoms into a terrible civil war: battle, cruel and bloody, raged across the isles for more than seven hundred years before the Elven Kingdoms finally vanquished the *Malteeras* at the sea battle of Deloth's Shoals. Defeated and nearly exterminated, the surviving *Malteeras* fled west to the New World, to a country called Naggaroth, Land of Chill, where they took the name Druchii, or Dark Elves.

Weary unto death after seven centuries of war, the Elven Kingdoms allowed the Dark Elves to escape, content to let the inhospitable Land of Naggaroth complete their destruction - it did not.

Though pitifully few in numbers, forced to abandon their homes, families, and most of their worldly possessions and face a dark and violent land with nothing, the Dark Elves survived. For the Druchii have ancient roots in the High Kingdoms. Their High Elven ancestry of magic and arrogance, mated with the vitality of Chaos, gave them the power to conquer Naggaroth.

But they did not emerge from their terrible struggle for survival unchanged. Over the millennia they have grown ever more like the land of their exile: cold-hearted, corrupt and evil. Their kingdom has grown slowly but inexorably, like a hidden cancer, to match its former black strength.

CITIES OF NAGGAROTH

I undertook the journey to Naggaroth alone, at the behest of Ghabhralla, Duke of Rrinnhasha. Disturbing tales had reached him, stories of black sails scouting Rrinnhasha's shores and fleeing when challenged, unholy tempests of boiling black smoke on the western horizon, and, most frightening of all, settlers on the mainland reported attacks by the most terrible of the Dark Elves - the *Tulluch* Witch Elves, Damned of Khaine, long believed dead from the world. If these stories were true, Rrinnhasha - and, indeed, the entire Elven Kingdoms - were in deadly peril.

Putting the scars of old misfortune to good use, I chose to travel as a *Gharbbin*, the Druchii name for leper. (Years ago I had lost the lower part of my left arm to a gangrenous wasting disease in the fetid jungles of Lustria; the same disease had eaten much of my right leg and left hideous scars over my face and neck.) Though tolerated, Gharbbin are shunned by the Druchii; I hoped my feigned disease would keep them from examining me too carefully.

The land favoured by the Dark Elves is the wintry north - from the cold forests around the sea of Diomb Muir to the eerie ice plains on the edge of the Chaos Wastes. The Dark Elves have constructed six cities in their inhospitable land, each built where the taint of Chaos is strongest. The capital of their domain is Naggarond, the Tower of Chill, built on the vary slopes of Mount Naggaroth. The other Druchii cities, of which Cladh Karrond (Cemetery Mount) is the largest, are built on the shores of Diomb Muir and in the shadows of the Guluach Mountains to the west.

Between the cities is frozen tundra, a land of utter desolation where a handful of exiles and malcontents eke out a pitiful, brutal existence. A few grim lodges dot the roads connecting the cities, providing vital shelter for weary travellers - for it is death to cross the tundra at night. Further south, the Druchii realm ends at the lush jungles on the coast of the Sea Elf Bay.

THE DARK CRUSADE

I landed on a deserted shore of Diomb Muir. The coast was in the grip of a freezing mist which made my bones ache and turned the ground to mud. Further inland the air was of a much finer humour, but the land was still afflicted by black storms and chill winds. Although two weeks' travel from Mount Naggaroth, I could see it clearly, its grim peaks dominating the mountains to the west.

Over the following days it slowly grew to blot out the sky, seeming to loom over me like some great warbeast of the elder gods. Naggaroth reaches almost a league into the sky, the city of Naggarond clinging precariously to its wind-chiselled lower flank.

Despite the risks of discovery, I moved only by day and lay hidden, shivering and cold, in the winter night, for even I feared to travel once the sun had fled the land.

Though time seemed to stand motionless, frozen in the chill shadow of the mountain, I eventually came to the outskirts of the dread city of Naggarond.

RHUDD CYNHAEAF

Although aware of the increasing activity in the seas to the west and north, the Eldar Council were slow to act. For more than five thousand years, nothing had ventured from Diomb Muir. Naggaroth, malign but silent, was a subject most chose to ignore, hoping that the ancient peace would hold. The Druchii had apparently turned their thoughts from conquest and revenge, absorbed in the dark rites of Slaanesh. The Council would learn too late that the *Dru Perim*, or Black Pilgrims, who had founded and ruled Naggaroth had been overthrown. The Dru Perim, fearing the power of the Eldar Council, had been content to leave the High Elves in peace. But Naggaroth was now ruled by Rhudd Cynhaeaf, the thousand-year-old High Priestess of *Kryrnaa Khanas*, the Damned of Khaine - the dread Witch Elves.

The Kryrnaa are an ancient order, founded during the early dark days of the building of Naggarond. They had turned from the worship of Slaanesh soon after their exile from the Elven Kingdoms, and, still drawn by the allure of Chaos, took the murderous Khaine as their new Master. For many centuries the Krynaa were a secret order, their name heard only in the whisperings of dark passages, but their numbers slowly grew. And as the Krynaa increased in strength, there came the inevitable conflict with the Dru Perim. For Khaine is that aspect of the Blood God recognised by the Druchii, and the Blood God, known to other races as Khorne, is the sworn enemy of Slaanesh.

There began a long struggle between the two factions, the subtle intrigues and silent muders sometimes breaking into loud and bloody war. Slowly the Witch Elves gained ascendancy, cutting away the power of the Dru Perim. And

now, after five millennia of dark plots and the assassin's long knife, with the final destruction of the Black Pilgrims, the power of Kryrnaa Khanas is undisputed. Cynhaeaf has taken the title of Priestess-Queen and claims to be a true Daughter of Khaine. Few dare dispute her as she preaches Holy War, a Blood Crusade against the Elven Kingdoms.

I dared not approach the gates, for fear of discovery, and chose instead to scale the walls. I later learned that in the Druchii's arrogance, the gates are left unguarded. Would that I had known this before the climb. The walls are of twisted lava and slime-stained, baroque stonework, festooned with thick creeping bushes and vines.

Climbing up a dense mat of thornbrush just below the parapet, there was a small, furtive movement close by. In an instant, a scaly snakelike *thing* shot from the wall, swept a reptilian head towards me, and sank its fangs into my arm. Then it disappeared once more. Struggling to control the pain, the poison already coursing through my veins, I effected a tourniquet and cleansed the wound as best I could. Somehow I made the parapet.

THE WORDS OF CYNAEAF

Cynhaeaf's message is simple: now that the years of rebuilding are over, the Dark Elves will engage in a Blood Crusade against the High Elves in the name of Khaine. The Priestesses have spread the word to an eager following. With mounting frenzy an army is slowly gathering on Diomb Muir, in the city-ports of Cladh Karrond and Ghaba Ghanaf. Old differences are suspended, murder-feuds for the moment forgotten. The cities swell with the Crusaders; the streets are filled with songs of blood.

My time in Naggarond was mercifully short. I worked my way through streets of total silence or constant, crazed laughter. By night, the shrieks of pain, the sounds of beating drums and the keening howls were never distant.

In the flea dens, cellars and abandoned palaces occupied by the poorest in Naggarond I first learned of Rhudd Cynhaeaf and her War of Blood. A large army was assembling, preparing to set sail for the Elven Kingdoms. The city was infected by a fever: rabid with the excitement of murder and contemplation of genocide. Nobody yet knew, or even seemed to care when the force would leave, nor of its intended target. I realised that I must get closer to Cynhaeaf.

THE FALL OF RRINNHASHA

Entry into the palace of Rhudd Cynhaeaf was surprisingly simple. The lower floors of the ancient fortress are the domain of the warped and deranged, and the most deformed are given lodging in Rhudd's own quarters, for what twisted purposes I dared not enquire.

I found many places to eavesdrop on the Priestesses of Kryrnaa. After a week in the loathsome palace, all their talk was of the news: the Blood War would sail to Rrinnhasha within the month.

THE LANDING AT GIAF GABH DION

The Druchii's first target was *Giaf Gabh Dion*, most northerly of the Sea Elf ports. Giaf lies on the western seaboard of the Isle of Rrinnhasha. It is in a natural harbour, accessible only through a narrow channel in a massive and ancient sea wall, the channel guarded by two towers set at either side of the sea gate. On the day the Blood War sailed, the garrison at Giaf stood at only a hundred.

Rrinnhasha had been in the grip of a hurricane for almost a week, making sailing from the island impossible, and the Elves at Giaf Gabh Dion could only huddle fearfully in their homes and wait for the storm to pass. When it did, the Dark Ships followed close behind, sweeping through the channel and into Giaf Bay before the dazed and battered guards could shut the sea gates. Surrounded and cut off, horribly outnumbered, the towers were quickly overwhelmed.

While they fought a valiant but wholly vain defence, more Dark Ships crossed the bay to the town itself. The people of Giaf Gabh Dion had never seen such a force gathered before. From the Dark Ships along the waterfront swept wave after wave of *Tulluch*, the Witch Elves of Kryrnaa Khanas.

There were a few brave battles as the High Elves struggled against overwhelming numbers. Although many made a good account of their deaths, the Tulluch crushed all who stood in their way.

Having learned the time and place of attack, it was time to return to Rrinnhasha. Then disaster struck: a host of Witch Elf guards came for me. I fought them, but the long journey had weakened me, and they were many. Finally, a cunning stroke crippled my remaining leg. Mercifully, I fainted, my last thought as the darkness came: *'They know my name! Someone has betrayed me!'*

I awoke at night, lying on the back of a creaking wagon. In the train of the Priestess-Queen Rhudd Cynhaeaf, I was returning to Rrinnhasha.

The train moved slowly. At Cladh Karrond, Rhudd retired for three days to make her pacts and bonds, and fling her sorcery against Rrinnhasha. By the time we moved to Giaf Gabh Dion, the town had fallen. Giaf was in ruins.

No longer a threat to my captors, I was all but forgotten in the orgy of blood and death which followed the capture of Giaf. Recovering a little of the use of my left leg, I obtained a makeshift crutch and slipped away, finally joining the few pitiful High Elf survivors hiding in the hills.

RRINNHASHA BURNS

While the Witch Elves danced their songs of blood in the streets of Giaf Gabh Dion, boats bearing Dark Elves were sent to sack the smaller towns and the villages dotting Rrinnhasha's shores. One by one they suffered the Crusaders' wrath. When the coast was reduced to ruins, the Witch Elves moved inland.

Cutting a bloody swath across the island, the Witch Elves faced little opposition. The few High Elf survivors fled to Feiss Mabdon, Rrinnhasha's capital and the only remaining place of refuge on the island. Blinded by sorcerous black fog and pursued by marauding packs of deranged, blood-stained Tulluch, few made it to Feiss.

The Witch Elves swept across the island, each victory followed by horrible slaughter of the vanquished. In each conquered village, the townfolk cowered behind shuttered windows awaiting their fate at the hands of the Druchii.

In the center of each town, a vast pyre was built. Our people, both the dead and the living, were thrown into the flames. Others were chained to horses and torn in two. I could tell a hundred other stories far worse than these.

THE BATTLE OF FEISS MABDON

The defenders at Feiss Mabdon were commanded by Ghabhralla, the Duke of Rrinnhasha. With the coastline in the grip of another sorcerous hurricane, escape was impossible. Grim, angered by the murder of his people, he vowed to make the Druchii pay dearly. He positioned his army in Chulin meadow, a pasture ground a little inland of Feiss.

A Vanguard of Witch Elves arrived at Chulin well in advance of the Dark Elf host. Heedless with blood and conquest, they foolishly attacked without waiting for the main force to come up; Ghabhralla's Elves slaughtered them to the last Witch. Sobered by the setback, Cynhaeaf halted and gathered her scattered forces in the woods and hills to the west of Chulin. In the next battle, she would bring all her numberless Crusaders into the fray. Ghabhralla was doomed.

Ghabhralla couldn't advance further without leaving Feiss open to attack; there was nowhere to retreat to; he waited at Chulin for the Dark Elf onslaught. On the coast below, he could see the Dark Ships arriving, their bows bedecked with High Elven dead and the banners of the fallen towns.

The battle came the next morning. During the night, vicious skirmishes were fought, the Druchii capturing two low hills to the west of the meadow, where they positioned bolt-throwing *Reapers* with a commanding view of the battlefield.

The Blood Army's centre was formed of a solid mass of Witch Elves, fell, blood-crazed women bearing two weapons each and singing of death. On either side were regiments of Dark Elves, some with crossbows and others carrying swords which dripped smoking black ichor. Flanking the army were units of horse cavalry and Cold One riders.

Under cover of darkness Ghabhralla's small army had prepared some earthworks and a low stockade, behind which stood the High Elven swordsmen, while small units of Elven bowmen provided what flanking protection they could. The High Elves were outnumbered at least ten to one.

The battle lasted only minutes. The Tulluch, drunk with blood and murder, fought like Daemons. Their shrieking charge was met with grim determination by Ghabhralla's Elves; the best any of them could hope for was a chance at vengeance and a clean death. As the Witch Elves hit the stockade, a wave of arrows flew from the defenders' bows, wreaking much carnage among the attackers. The Elves at the walls fought with a cold ferocity matching the Witches' bloodlust. It appeared for a moment that the Witches might be repulsed, but then the Dark Elf cavalry and Cold Ones swept around the Elven flanks, cutting through the bowmen like a knife through butter. Sensing victory, the Witch Elves redoubled their efforts and broke the thin High Elven line. The battle was over; the killing was just begun.

Before attempting an escape from Rrinnhasha, I endeavoured to discover the fate of Feiss Mabdon. The journey across the island was a woeful one. Choking beneath the cloaking mist, the fells were already dying. Bodies of families lay rotting in their gutted farms. There was no life except the wolf packs and carrion.

Feiss was empty. Though the inhabitants had vanished, there were no heaps of bloodless dead or shrieks of maniacal laughter. The Druchii had abandoned it; even the wolf packs shunned its gates. In an open field near the capital, I found evidence of a battle; beyond that I could learn nothing. It was a sad and eerie end to my odyssey.

It was easy to find a sturdy sailboat in the deserted harbour. I sailed with some difficulty through the storms that still plague the coast, and am now returned to Lothern, my mission to discover the one who betrayed me to Rhudd Cynhaeaf. It seems certain that Ghabhralla died at Feiss Mabdon; apart from him, only the eleven Eldar Councillors knew of my mission. *Someone will pay.*

THE BLIGHTED ISLE

When the first Witches leaped and shouted their way into Feiss Mabdon, they found an empty city. On Ghabhralla's orders, the entire population had fled, preferring clean death at sea to the horrid tortures of the Blood Crusaders. In hopelessly overcrowded boats sailing into the teeth of the storm, almost all were drowned. Many foundered in sight of the city's lights, but those on board swam out to die at sea rather than face capture at the hands of the Tulluch.

Less than a week after the Blood Crusaders' arrival, Rrinnhasha had fallen. High Elven attempts to approach Rrinnhasha have failed, the ships flung back by storms before they even catch sight of the shore. Nothing can be seen except for a pall of black smoke hanging on the horizon.

> And that, sir, is my humble report. The long winter is over, but Rrinnhasha still lies beneath its black cloud. With all the powers of Ulthuan, we should be safe for a time from the Crusade of the *Kryrnaa Khanas*. But there is a traitor in our midst, and I still fear for our future. This morning, by the shore, I swear I felt a chill gust blown from the west.
>
> *- Banadl Anwesu, High Elven Ranger*

REGIMENTS OF RENOWN

Witch Elves of Naggaroth is the second in an occasional series describing Warhammer Regiments of Renown - the first was Bratt's *Boar Boyz* from *White Dwarf* 106. Now you've had a chance to see the sort of article we want in this series, we're inviting you to write in with your own Regiments of Renown for publication in future *White Dwarfs*.

A Regiment of Renown should be based on one of the existing Warhammer races and troop types; we don't want you to invent new creatures or rewrite Warhammer history - we want to read the story of a successful outfit that brings to life one of the many creatures that already inhabit the Warhammer World.

What should you tell us about your army or unit? The article needs to describe the Regiment and its personalities, their origins, famous actions and battle honours, their location in the Known World, their habits, customs, allies, hated enemies, tactics, plans...

The most important thing, of course, is to bring the Regiment to life - we are looking for narratives with emotive and atmospheric descriptions of the Regiment and its personalities. Think about the characters you are describing: what do they want, why do they act in this fashion, how do they speak? And don't just describe the most dangerous and deadly opponents you can think of - we want to hear about an interesting group, not the ultimate in unbeatable elites.

So, if you think you can write a fascinating and colourful article that captures the spirit of a famous army or unit, possibly taken from your own Warhammer games, then write to us with a brief synopsis and we'll get back to you with more details.

Send your Regiment of Renown outline, with a SSAE, to:

REGIMENTS OF RENOWN
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Nottingham
NG1 7DL

DARK ELF WARRIORS

Designed by
Bob Naismith

25 20 H R M

1101

MENGIL MANHIDE'S DARK ELVES

Designed by
Bob Naismith

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DARK ELF COLD ONE RIDERS

Designed by
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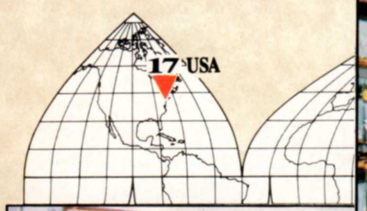

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SPECIALIST

WARHAMMER ARMIES
ERRATA

We thought we'd been pretty thorough with WARHAMMER ARMIES. We were convinced we'd eradicated the Gremlins (0-3 Gremlins 5-10 per unit at 34pts each... you know the sort of thing). We were wrong. A few of you have been kind enough to write in, querying various points values. We have produced this errata, so that players can correct their copies where necessary.

Equipment Costs For Characters (p5)

Players should note that characters pay the same points for equipment as ordinary members of their race, not just *basic points* as stated on p5 under *Equipment Costs for Characters*. Replace the paragraph with the new section.

Equipment Costs For Characters

The points modifiers for characters' weaponry and equipment as given in **Warhammer Fantasy Battle** no longer apply. Instead, characters now pay the same points as normal members of their race. This amendment makes characters relatively more cost effective, and also enables their points values to be calculated more easily.

Dark Elves

Astute players, and particularly those with Dark Elf armies, will have noticed that all ordinary Dark Elves have been credited with rather better profiles than one might expect. We have prepared the following modified boxes to replace those which are incorrect.

Replace Dark Rider stats and Shadow stats from p34 and all of the profiles given on p35 with the following, correct, profile box.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	8	9	9	8

0-8 WHELP MASTERS

DARK ELF	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ANIMAL HANDLER	5	4	4	3	3	1	6	1	8	9	9	8
CHAOS HOUNDS	6	4	0	4	4	2	4	2	6	4	6	6
WARHOUNDS	6	3	0	3	3	1	4	1	6	4	6	4

MODELS PER UNIT: 1-3 HANDLERS WITH PACKS

POINTS PER MODEL: 13

WEAPONS: HAND WEAPON

ARMOUR: NONE

OPTIONS

ANY ANIMAL HANDLER MAY HAVE:
A SHIELD 1
LIGHT ARMOUR 2

HANDLERS MAY LEAD EITHER:
CHAOS HOUNDS 23
WARHOUNDS 4

There is nothing these depraved beastmasters like better than the chase, setting the dogs on fleeing foes, hunting quarry for the cauldrons. Each handler may control a pack of 2-6 animals. Two or more packs may be merged to form larger units, but units may contain only one type of creature.

Magical Musicians?

In some of the sections which explain that units may have musicians and standard bearers, the word *magician* has erroneously crept in, instead of musician. The following sections have been prepared to paste over those which are incorrect.

p53 *Rank & File* paragraph 2

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

p69 *Rank & File* paragraph 1

A minimum of one third of the army's total points value must be spent on rank & file troops. Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

p113 *Rank & File* paragraph 2

Any unit may be given a standard bearer and/or musician. Standard bearers and musicians must be equipped in exactly the same way as the rest of the unit. Standard bearers and musicians cost twice the points value of a basic trooper.

The points values of Beastmen Shamans as given on page 68 are incorrect and should read as follows:

Beastman Shamans	
2 Initiates (level 5 wizards)	110
2 Marauders (level 10 wizards)	160
1 Feralfluxer (level 15 wizard)	225
1 Malevolus (level 20 wizard)	345
1 Arcanarch (level 25 wizard)	470

Chaos Horse

The stats given for Chaos Warrior Horse and Marauder Horse on p72 incorrectly include the warhorse's additional attack in with the main profile. In fact the horse's **WS** is different, so a new profile is needed. The following boxes replace the printed versions.

0-20 CHAOS WARRIOR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	–	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3

MODELS PER UNIT: 5-10

POINTS PER MODEL: 80

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:
LANCES 2
HORSE BARDING 4
A MAGIC STANDARD 100
A MAGIC INSTRUMENT 25

ONE UNIT MAY SUBSTITUTE:
WARHORSES FOR CHAOS STEEDS 26

Doomed servitors of the Chaos gods! Although once human, these fell riders have exchanged their humanity for worldly power.

0-30 MARAUDER HORSE

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARAUDER	-	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1
WARHORSE	8	3	0	4	3	1	3	1	3	3	3	3

MODELS PER UNIT: 5-20

POINTS PER MODEL: 45

WEAPONS: HAND WEAPON

ARMOUR: HEAVY ARMOUR & SHIELD

OPTIONS

ANY UNIT MAY HAVE:
LANCES 2
WARHORSE BARDING 4
HEAVY ARMOUR 3
A MAGIC STANDARD 50
A MAGIC INSTRUMENT 25

Chaos Marauders are almost as powerful as the Chaos Warriors they hope to become - if the gods favour them and they prove worthy in battle.

Warpstone

We neglected to give the points value of warpstone charms, with the result that many of you are assuming these valuable items are free! No such luck, I'm afraid.

Magic Items for Characters p81 paragraph 5: add the following line.

Warpstone charms cost 25pts each.

Norse Dwarf Berserker

Mere frenzy is hardly an adequate description of the Berserker. Needless to say Norse Dwarf Berserkers are subject to all the usual special rules for Berserkers. The box on p159 should read as follows.

*Norse Dwarf Berserkers are subject to the special rules for Berserkers on p96 of **WFB**.*

Skaven

Skaven players were no doubt pleased, and their opponents horrified, to see their *Initiatives* raised by +1 in the profiles on pp85-86. The following profiles are correct and can be inserted over the printed versions.

Night Runners should read:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
+1 SHOCK ELITE	5	4	3	3	3	1	4	1	6	6	5	7

The others should read:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	3	3	3	1	4	1	6	6	5	7

CHAPLAINS AND COMMISSARS

On the second sector of the right flank Commissars Euler and Urbyn came upon a number of troopers who had put aside their duty and were hiding in the ruins of an enemy strongpoint. These were the remnants of the first and second waves which had been sent into the attack six days previously. Their surviving officer was present, but in no fit state to maintain his right to command. Both Euler and Urbyn were greatly saddened by this occurence, and at once determined to discipline the shirkers. This was done with due despatch.

As they proceeded further into the enemy trench system Euler and Urbyn spotted a further group of our troops being led towards the enemy rear. It should be noted that the front line had almost dissolved at this time. Our captive troops were escorted by only two of the enemy. Both Commissars opened fire and killed the enemy troops, in the process catching two of our men in the crossfire. I am satisfied that, at the range Euler and Urbyn engaged the enemy, collateral casualties were unavoidable. On interrogation, the released prisoners proved to have been overrun while holding - or more accurately - failing to hold a forward outpost. Euler and Urbyn administered the prescribed sanction.

In all these actions, both Euler and Urbyn acted in accordance with the finest traditions of the Imperial Guard. They are to be commended.

Finally, Commissars Euler and Urbyn reached our forward position. This had been held against eight successive enemy attacks. As Euler and Urbyn arrived, the ninth attack began. Urbyn was killed almost immediately, in the course of executing a trooper who abandoned his firing position. Euler states that the situation would have been lost, but for the timely arrival of Chaplain Joru Narran of the Legiones Astartes Chapter 'Ultramarines'. His presence and subsequent speech turned the tide, and the enemy were driven off once more. The Chaplain then gave Euler a bolt pistol. With this mark of the Chaplain's esteem, the Commissar was able to instill new vigour into the remaining troops of the Imperial Guard. The position is still under our control.

- Report extract; Senior Commissar Mordin;
Gala III campaign

• CHAPLAINS OF THE IMPERIUM

Each fortress-monastery of the Legiones Astartes, or space barge (for the space-dwelling Chapters of Marines), has a chamber known as the *Reclusiam*. It is here that the cult ceremonies and rituals are performed in the presence of the entire Chapter. These are carried out under the guidance of the *Reclusiarch* and his superior, the *Master of Sanctity*, who is the spiritual head of the Chapter.

While each Chapter follows the tenets of the Imperial Cult, individual Chapters have extended the Cult to include ceremonies which have relevance only to their own members. For example, reverence for *Primarchs* is widespread amongst the Legiones Astartes. These are the heroes of each Chapter, who fell in battle and upheld the honour and traditions of the Legiones Astartes in a particularly notable fashion. The Chapter's collection of Primarch relics and war-gear is entombed in the Chapter catacombs, placed upon sepulchres or hung in the Reclusiam.

The importance of faith to Marines is further reinforced in the Company Chapels. All ten companies within each Chapter have their own Chapel where Marines can observe the rites of the Chapter and those special to their own company. Here the worship is supervised by one of the Reclusiarch's subordinate *Chaplains*. It is the Chaplains, living and fighting alongside their battle-brothers, who are responsible for the spiritual health of the companies.

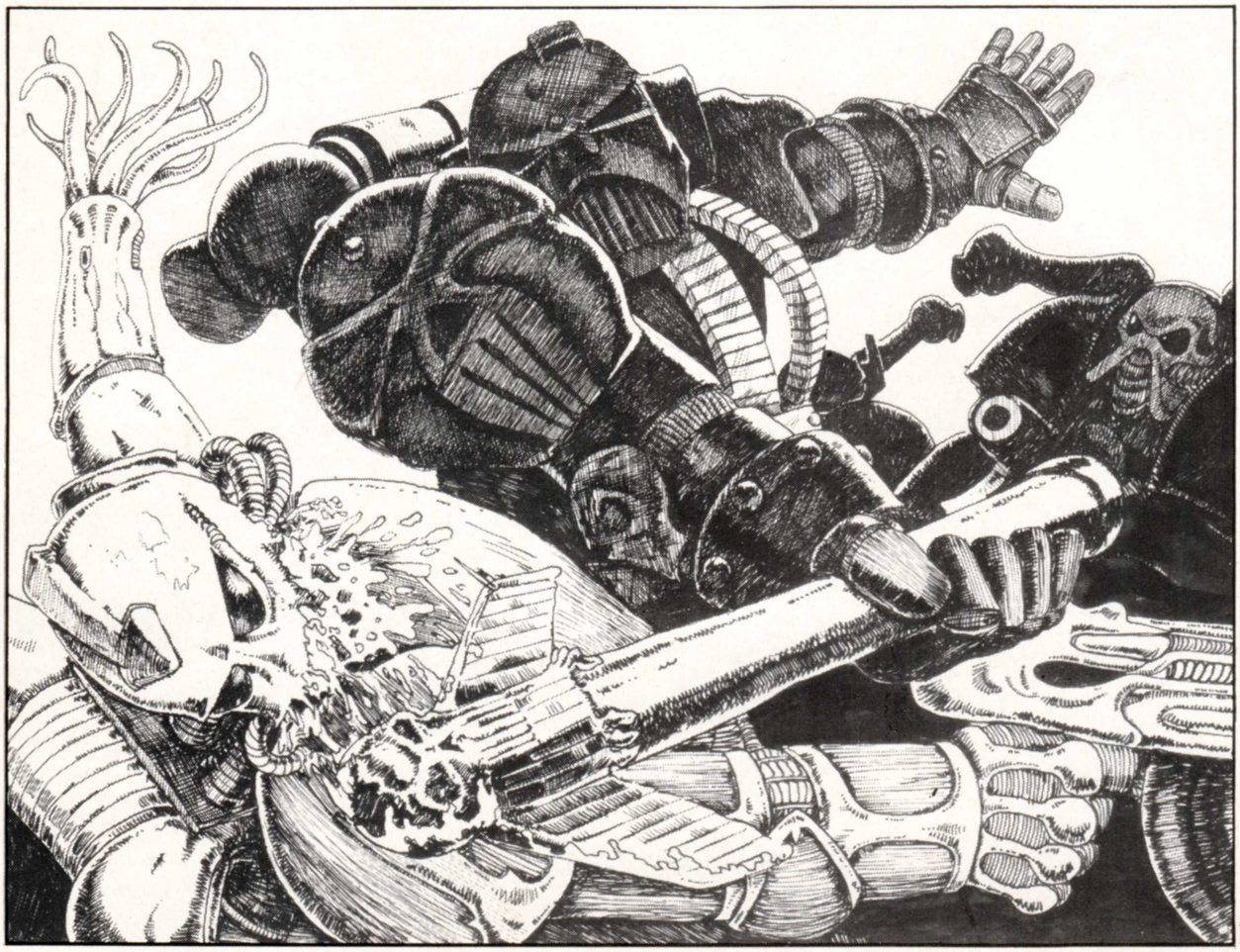
• LEGIONES ASTARTES CHAPLAINS

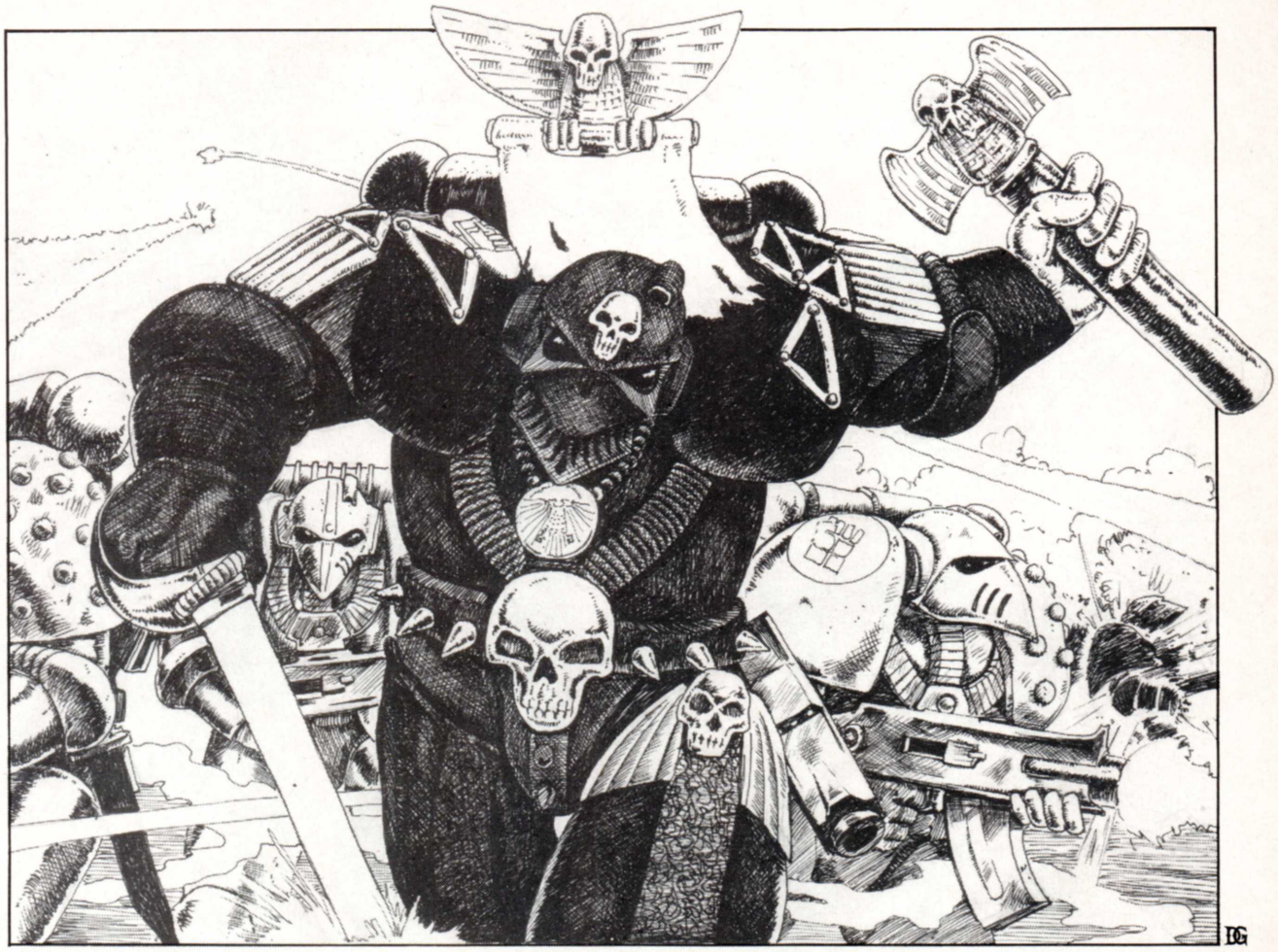
Chaplains are well-versed in all matters of the Chapter's cult, having spent many years studying the battle liturgies and scriptures stored in the Chapter library. This study includes memorising all the rites of their Chapter and company. This knowledge is also put to practical use. Chaplains are responsible for the spiritual care, discipline and faith of the brothers in their companies. Young recruits must also be monitored and indoctrinated as they progress towards becoming full battle-brothers.

In battle Chaplains are frequently found where the fighting is fiercest. They can be found chanting the Chapter's battle creeds, ministering to the fallen and granting absolution to the dead. They are also Space Marines, which means that they fight with as much savagery as any of their brothers.

Chaplains are drawn from the ranks, although only Marines who have earned both Merit and Devout badges are considered for a Chaplaincy. These awards may be displayed as actual badges, or for example as diagonal stripes painted across the right shoulder pad.

As a first step, a Marine is singled out to aid the Chaplain of his company as a Novice (or Initiate - the terms are almost interchangeable). Duties often involve little more than helping during company rituals, but deep study of the liturgies under a Chaplain's personal tuition is also necessary.





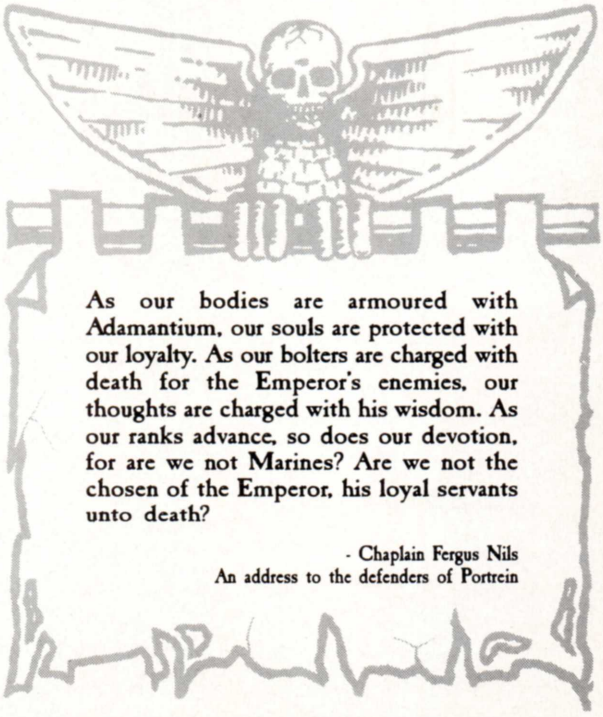
Should a Chaplaincy fall vacant, the most advanced and promising of the Initiates is sent to the Solitarium. This small cell is situated in a secluded part of the monastery and here the Initiate meditates and fasts for a time. He may be left there for up to a week, while his investiture by the Reclusiarch and the Master of Sanctity is prepared. Then, in front of the whole Chapter, he is formally given his symbols of office and presented to the company who are now under his spiritual guidance. At this point the new Chaplain takes the name of his predecessor.

When a Chaplain is killed in battle a formal ceremony often has to wait. The senior Initiate immediately takes the helmet and shoulder pads of the Chaplain and dons them. From the moment he puts on the old Chaplain's war-gear he has full authority as one of the Chapter's spiritual leaders. He is formally invested as a new Chaplain only when the battle is won and the dead are absolved.

• CHAPLAINS IN BATTLE

Chaplains are a puritannical and sometimes eccentric group. Their religious zeal has a strong practical slant, as befits a warrior. They fight alongside their battle-brothers, reciting extracts from the Chapter's Creed and Liturgies. Indeed, their dedication adds considerably to the fearsome reputation of the Marines. Their inspirational sayings and constant exhortations harden the determination of every Marine to serve the Emperor and relive the former glories of the Chapter Primarchs.

The bond between Marines and their Chaplains is a strong one. Chaplains preside over their indoctrination as recruits; they teach loyalty to the Chapter, reinforce its precepts through rituals and ceremonies and perform inspiring acts of valour upon the field of battle.



Be Just and Fear Not

CHAPLAINS

● TYPICAL CHAPLAIN UNIFORM VARIATIONS

Black is the official colour for Chaplains' armour. However, over millennia, chapters often incorporate their colours and insignia onto the uniform, resulting in wide variations from the basic colour scheme. Many of these changes come about as a result of a Chaplain repairing his armour from available resources while on a campaign. Some modifications are adopted permanently. Hybrid uniforms can also appear if the Chaplain dons archaic power armour kept as a primarchal relic. Of course, apart from the organisations they belong to, Chaplains themselves have a long lifespan, so there is plenty of time for them to stamp their own personality on their armour. The examples below provide guidelines that you can experiment with when painting up your Chaplains.

Chapter	Helmet	Torso	Legs	Arms
Crimson Fists	Black skull	Black	Black	Shoulder pads in Chapter colours
Space Wolves	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Howling Griffons	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Novamarines	Black skull	Black	Chapter colours	Skull* shoulder & insignia & elbow pads
Dark Angels	Skull*	Black	Black	Skull* shoulder pads
White Scars	Grey	Grey	Grey	Skull* shoulder & elbow pads
Silver Skulls	Silver	Black	Black	Silver shoulder pads
Iron Hands	Black	Black	Black	Skull & dagger motif on right shoulder pad

* Unless painted black or in chapter colours, skull masks are white or ivory.

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CITADEL™ MINIATURES

• Armour and Appearance

Marine Chaplains wear a variant type of standard issue Marine armour. A Chaplain can appear stylised and archaic when compared to his fellow Marines, which makes him stand out and act as a focus for his brethren.

Some or all of a Chaplain's armour is painted black. A skull insignia usually adorns the right shoulder and this is often displayed on both pads. Skulls can also be repeated throughout a Chaplain's uniform. Skull-shaped helmets are common, and the upper chest armour or even the whole of the body armour may be cast in the shape of a skull. Skull-shaped groin-guards are also not unknown.

Chaplains are also marked by one or more Primarchal battle relics which are worn or carried into battle. A single gauntlet from the armour of a Chapter hero passes on a little of the Primarch's fortitude and faith to the Chaplain.

Formal regalia includes a staff of office called the *crozius*, which is used during Chapter ceremonies. Many Chaplains carry them into battle, a visible sign that battle is the highest ritual in the Chapter's devotional calendar. The crozius normally bears the Imperial eagle or a skull motif at its tip. The most ancient of these staffs is the rare *crozius arcanum*; a staff made from an alien relic which contains a neuro-disruptor in the haft. Chaplains are also marked by a *Rosarius*, a gorget or amulet worn about the neck. This bears the image of the Imperial Eagle and is the 'soul's armour' of the Chaplain.

Initiates usually wear standard Marine armour. However, the helmets, right shoulder pads and right arms of their armour are painted black rather than in the Chapter's formal colours. The black shoulder pad replaces the previous Devout markings which were shown there - once declared as an Initiate, the Marine's devotion needs no further advertisement.

Armament and Equipment

The *Imperial Marine Codex* lists the standard equipment of a Marine Chaplain as:

Powered armour with communicator, respirator and auto-senses
Knife or combat accessory
Bolt Pistol
Frag Grenades

Bolt Gun
Plasma Pistol
Power Sword
Conversion Field

Chaplains may also be equipped with Chainswords. Some Chapters allow their Chaplains to carry a variety of close combat and heavy weaponry as well as grenades.

Bravery is stronger than Adamantium. One is the stuff of the soul-forges, the other an illusion of safety created by fools. Adamantium walls cannot keep us out! We have the courage of the Emperor! And in the Emperor's name... ATTACK!! ATTACK!! NO PRISONERS!!

- Chaplain Gonzago, during Operation Carthage (the second pacification of Isstvan V)

0-3 CHAPLAINS

MINOR HERO 50 CHAMPION 19 MAJOR HERO 94

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
MINOR HERO	4	6	6	4	4	2	6	2	9	9	9	9
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9

Each company has a Marine Chaplain responsible for spiritual welfare. The Chaplain moves among the squads of his company inspiring Marines with Battle-Liturgy and by his heroic example.

BASIC EQUIPMENT

POWERED ARMOUR WITH COMMUNICATOR; RESPIRATOR AND AUTO-SENSES
KNIFE OR COMBAT ACCESSORY
BOLT PISTOL
FRAG GRENADES.

OPTIONS

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL
CLOSE COMBAT WEAPONS	0-1	3
HEAVY WEAPONS	0-1	50
GRENADES/MISSILES	0-2	7

STANDARD EQUIPMENT: 16 points

BOLT GUN — PLASMA PISTOL
POWER SWORD — CONVERSION FIELD

ADDITIONAL EQUIPMENT

CHAINSWORD 2
JUMP PACK 2
CROZIUS ARCANUM 5

The Chapter's space barge was always quiet after a battle, but in the stillness the work of the Chapter continued. Weapons were stripped, cleaned and replaced in their holding racks. Unused munitions were put back into the magazine. Each Marine's armour was checked for damage, repaired where necessary, repainted and carefully stored.

Down on the flight deck, the Fleet technical adepts opened dropship inspection bays, checked shields and engines, adjusted systems and painted new kill markings. Each one of the Chapter's armoured vehicles was driven out of its dropship onto the deck. As its engines were run up to power fumes leaked through the barge's ventilation shafts, carrying a burnt smell to the whole ship.

In the Commander's chambers he and his staff discussed the assault. It had been a success, despite some early problems. The barge captain sat and listened as his fire support was criticised. Two turrets had failed.

And in the company bays, the Marines sat quietly, alone with their thoughts. Their tasks were done for the day. The wounded lay under the Apothacaries' care. The gene-seed of the fallen was stored away for tommorow's recruits.

Only the Chaplains were busy, passing down the companionways and corridors of the ship. The rites of victory and remembrance were in preparation. The chapel was made ready and the liturgy chosen. Each Chaplain entered and carefully replaced the relic he had carried into battle. The ceremonial plate and the Imperial eagle were brought from the magazine, where they had been put for safekeeping. All was ready.

The great bell sounded at the heart of the barge. All fell silent, every technician and servant put down his tools and bowed his head. And throughout the ship Marines stirred. Feet clattered on steel decks and greetings were murmured as the Chapter gathered in its chapel.

The battle, their test of devotion, was past. All that remained was the ritual of confirmation, repeated once more, as it had been carried out so many times before...

• IMPERIAL GUARD COMMISSARS

Marines are motivated and religious troops. Their Chaplains are respected, and inspire devotion to the Emperor by word and example.

The Imperial Guard, however, is less certain in its utter devotion to the Emperor. The tasks of Chaplains, therefore, are allied to a need to impose authority and maintain discipline. These duties are carried out by the Commissars of the Imperial Guard, who instill loyalty and motivation into the troops in their care. It is the Commissars who must increase the troops' awareness of Imperial ideals, who must disseminate the wisdom of the Imperium to the ranks and who must maintain discipline.

The Commissars are grim, authoritarian figures. Unlike Marine Chaplains who view the spiritual welfare of the brethren as important, Commissars have a practical turn of mind. They are often found to have neglected the religious indoctrination of troops, while pursuing important, but secondary, disciplinary matters.

Commissars must be vigilant at all times for signs of moral weakness in the troops: he must watch the enlisted men and officers for signs that devotion is lacking, and he must watch for the signs that show the presence of a latent psyker. This vigilance is backed by powers of summary discipline. With the power to execute those found wanting, the Commissar can, by fear alone, instill new vigour and devotion in the troops under his care. On more than one occasion broken Guard units, in ignominious flight from the battle, have been rallied by the prompt action of their Commissar. Similarly, weak and inadequate officers, or those who have simply lost the will to win, have been summarily chastised by Imperial Guard Commissars.

Marine Chaplains take it upon themselves to scrutinise and judge the performance of Commissars when they have the opportunity. The assignment of a Guard unit to a Marine battle-zone often gives Chaplains just such a chance. The Commissar under examination may even welcome the attention if the Imperial Guard troops are under stress, as it confirms his authority.

• Armour and Appearance

Commissars wear a uniform cut in the same style as regular Imperial Guard officers. Over the top of their Guard uniform, Commissars often wear heavy black double-breasted greatcoats; in addition, they wear black peaked caps displaying their skull symbols. In place of any Guard or regimental insignia, Commissars have skull-shaped badges and belt buckles.

Armament and Equipment

Considerable individuality is often displayed by Commissars in their choice of weaponry and other equipment. Most have a Laspistol and a Conversion Field and carry either a Lasgun or a Chainsword. Some use Powergloves. The Commissar's profile and equipment is fully detailed as part of the Imperial Guard army list in *White Dwarf* 109.

• CHAPLAINS, COMMISSARS AND VEHICLES

A Chaplain or Commissar will often be needed at many points on the battlefield. He must serve as a inspiration for squads, check on the purity of action of those in his care and carry out a hundred other duties.

Units frequently assign Rhinos or Land Raiders to their Chaplains and Commissars to allow them swift and safe passage. Where possible these vehicles are painted in the Chaplaincy colours of black and marked by skull insignia, although line vehicles in the Chapter or unit colours are also issued.

Bryan Ansell, Nigel Stillman and Mike Brunton

At battle's end, speak the Liturgy in a clear voice. Respect the bravery of the living. Give the Rite of Passage to the fallen. Honour the battle gear of the dead. To do all this with reverence, even when exhausted by battle and weary from the field, is the duty of a Chaplain. It is his burden and satisfaction.

- Adeptus Astartes, The Book of Faith

Inspiration grows from the barrel of a gun.

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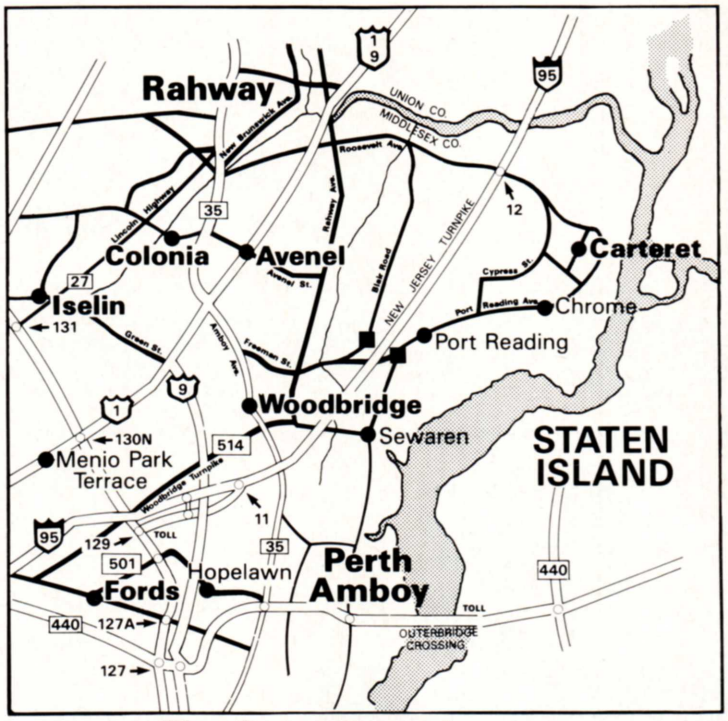

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TERROR IN THE DARKNESS

A COMPLEAT ENCOUNTER BY CARL SARGENT

Over Land and in the Firmament doth Chaose marche, and the Beneathe is not free from it. Consider the Skavenne with their windinge secret wayes, and the Ambulle, that with his fearsome Jawes and Clawes doth his owne Tunnelles make, clearing cold Stone from his path as a Man doth sweepe grass aside in the Forests.

- De Bestiis Chaotis

INTRODUCTION

This is a Compleat Encounter designed to introduce experienced players of **Warhammer Fantasy Roleplay** to the fearsome Ambull from **Warhammer 40,000**. Roleplaying skill and tactical battle planning will both be needed if player characters are to be successful in this encounter!

The action takes place in a small village, located in hilly or mountainous terrain, which has a small silver mine. You can place this village anywhere in such terrain, to suit the circumstances of your own **WFRP** campaign; here, we'll refer to it as Karstenberg (you can rename it as you wish when running the encounter).

There are two ways to get the PCs involved. They could be passing through the village for some reason, in which case the mayor of the village, Johann Mulderbrek, will approach them and try to hire their help, as explained below. Alternatively, Johann may approach them in a tavern in a larger town, offering to pay for their assistance. This may be easier, since it avoids PC worries about getting places on time if they're just passing through. Johann approaches the PCs rather than the authorities because the villagers of Karstenberg have not paid full due taxes on their silver for some years (having declared a lower income than they actually obtained), so he is extremely reluctant to have officials - even militia - anywhere near the place. Not that he will tell the PCs this, of course!

BRIEFING FOR THE PCS

Johann's story is simple. He is the mayor of Karstenberg, and the sole source of the income for the villagers is a small silver mine. The yield is meagre, but it is just enough to get by on. However, two men have recently disappeared in the mine. Axel Muller vanished 19 days before the PCs meet Johann, and Kurt Zondervan vanished 8 days ago. They were alone, doing maintenance work, when they vanished. No trace of their bodies has been found, but some of their equipment was recovered, littered over some distance.

Noises have also been heard recently, coming from the deepest recesses of the mine. The villagers are now terrified, and dare not enter the mine. They are desperate, since they have no other source of income, and, if the mines are not maintained, they may fall into disrepair and become unworkable (this means the PCs cannot delay if they are going to help out). Johann offers each PC 30 Gold Crowns if they locate the creature(s) that killed or captured Axel and Kurt, and kill it (or them). If a successful *Bargain* test is made he can be pushed up to 40 Gold Crowns each (one test only for the PC party!), but the village cannot afford to pay more. If the PCs are prepared to help, Johann (and the other villagers) will be prepared to give them all normal supplies, and they will also provide the two magical lamps they have, if you want to bring these into the adventure (see *Down in the Mines* below). The PCs may also want to talk to villagers, and notes on roleplaying encounters with villagers are given below.

KARSTENBERG

Karstenberg has some 30-40 adult occupants, most of whom are miners (women included). No map of the village is given here, since it will not be needed in play. There are no notable buildings (no temples, etc) and the average house is a modest affair. Make it clear that this village is certainly not conspicuously rich! There is one tavern, the Pit Prop, which has a small stable beside it, and a smithery, which doubles as a trading store. There is no Priest (or Initiate), and no militia as such, in the village.

Adolf Schultz runs the Pit Prop with his barmaid Gretchen; both are surly sorts, but honest. Josef Hartmann is a jack-of-all-trades who owns the smithy; he can forge iron (and makes simple items for use in mining), shoe a horse, construct a fair wagon, and suchlike. He and Johann take care of the maintenance of the mines (Kurt and Axel used to help). Wilhelm Koch, the village loony, and Martin Kurtz, a miner with a guilty secret of sorts, are special cases, and are dealt with in the section on *Village Enquiries* below.

VILLAGE ENQUIRIES

The PCs will almost certainly want to ask some questions of the villagers; if your players make no attempt to do this and just want to get down the mine immediately, hold them up for a little time while Johann gets the equipment they may need (such as lamps and ropes, and the magical lamps - if you want to bring these into play). Then you can have anxious villagers badger the PCs with questions and introduce some of the information here.

Village Wealth

If the PCs enquire, make it clear that the villagers do not have much money, that they cannot afford more lost mining time; get their desperation across. A sanguine villager could say something like, "We all hope one day we'll find the big one, the vein of pure silver - but it's been scavengings only for as long as anyone can remember, and the big one is just a dream."

Greedy players may consider taking the village over and running the mine themselves. If they try this, the best way to deal with the situation is to let them seem to get away with it. Then, while the PCs are still resident, have Imperial tax collectors arrive, with escorts, having discovered the villagers' falsified tax payments. They will, inevitably, hold the party responsible.

The Missing Men

If the PCs ask about either of the missing villagers, they will discover only that there was nothing unusual about the men, nor about the time of their disappearances. Axel was a married man of some 35 years, Kurt a youth of 17 years. Axel was a drunken lout, while Kurt was a solitary, introverted, and spotty youth. Axel's wife Etelka is still suffering from depression after the death of her husband, despite his unpleasantness, and can give the PCs no useful information. Map 1 shows the areas where the equipment of the two men was found, if the PCs ask for this (irrelevant) detail.

Mapping the Mines

Johann does have a map of the mines and is bound to offer it to the party. Map 1 is your map (GM's map) of the mines, which shows the areas tunnelled by the Ambull as well as the worked tunnels within the mine. Johann's map only shows the latter. You should prepare this map, on rough paper, for the players (omitting all symbols shown on Map 1). The mines are safe enough, although small pockets of gas build up in places, from time to time. It's harmless to breath this gas but is inflammable, making the careful use of proper lamps essential (a very important ramification of this is that such spells as *Fireball* and *Lightning Bolt* may ignite the gas, but more of this later. See *Down in the Mines*).

Other Enquiries

Bandits haven't tried to raid the village in years - the money isn't worth it. Hence, no militia. The working men of the village have leather jacks and can use pick-axe handles to good effect if needs be.

There are two important NPCs whose information may help and intrigue the PCs, and these are now dealt with.

Wilhelm Koch, Village Loony

Wilhelm will impose himself upon the PCs at any time, as you see fit. He is some 60 years old, with unkempt grey hair and beard, a stooping 5′ 8″ tall, and built like a scarecrow. He suffers from a form of paranoia, and while he sounds rational to begin with, he slowly slips into his deluded monomania. He believes the end of the world is at hand, and that the creature in the mines is a monstrous Daemon called Ridley who is stalking souls for his infernal masters. Lay this on thick after introducing Koch as quite sensible and soft-spoken at first meeting.

If any PC listening to this hypothesis manages to avoid laughing at Koch, the looney will impart the one useful piece of information he does have. This is not the first time that something has appeared down in the mine. Fifty years ago, four men were devoured in the mines by a huge creature (another Deamon, according to Koch). Shortly before, a wizard had been down the mine, searching for some magical treasure trove he believed was hidden there. (If he's asked, Koch claims that the wizard never found it.) Koch asserts that the wizard summoned the Daemon to the mines, and he believes that another wizard must be responsible for summoning Ridley. He may even accuse a PC wizard if one is present - at a pinch, any spellcaster type will do.

Now this is mostly nonsense, of course, but it does contain a germ of truth. ***The Ambull in the Mine*** provides full details. The important thing is to try to get the PCs interested in the fact that this has happened before, and that a wizard was somehow involved. If they ask other villagers, then one or two aged folk will confirm that 50 years ago, four men did disappear from the mine, and a huge shambling creature was sighted (unlike the present, when no-one has seen anything). They may remember something about a visiting wizard, but no-one knows anything about a buried magical treasure.

The link between this and the present can be reinforced in two ways. First, by the use of the magical lamps (see *Getting Equipped* below). The other is by a roleplayed encounter with Martin Kurtz (see below).

There is one final detail which Koch will reveal if a PC at least pretends to take his story seriously, and acts in a friendly manner towards him. Koch will whisper, conspiratorially, that he has a 'magic page' about the Daemon, and will show this to the PC after fetching it from his home. This is a filthy and aged vellum page (without any magical properties; Koch is just deluded) from ***Libram Libris Bestiis Chaotis***, an extended work of which ***De Bestiis Chaotis*** is a condensed version. If the PCs gain access to this, show them the scroll from the introduction to this encounter - they cannot keep this, Koch will not allow it, and they may not copy it either (Koch will only show it to the PC, and read it to him - painfully slowly, since Koch can read only with some difficulty).

Martin Kurtz

Martin is a strong young man of 26, 6′ 2″, with short black hair and green eyes. He is a miner, and does not dress conspicuously - he looks like any other miner. He is, however, the foreman of the mine, and Johann will introduce him to the PCs in this capacity. If they ask him questions about the mine, they may get to learn more.

Martin has a guilty secret of sorts. A month ago, Martin was approached by a wizard and his warrior henchman who asked him to show them the layout of the mine, paying him 30 Gold Crowns for the information. These two had failed in their attempts to get Johann to let them in to the mines (see *Getting Equipped* for details). The wizard said that he was searching for a lost magical treasure in the mine, but if Martin spoke of this to anyone he would be very sorry afterwards. Martin showed them Johann's map, and went down with them on two evenings, after normal working hours. They went alone a third time - and never came back. Martin has no idea what happened to them, but Axel disappeared soon afterwards. Martin knows about Wilhelm Koch's rantings. Although he never took them seriously in the past, he's afraid that the wizard he took down the mine did indeed summon a Daemon which is now devouring villagers. Martin is even more afraid that someone may find out what he has done.

Obviously, he is not going to release this information to the PCs easily. It will have to be done in stages. Although his information should be made available to PCs, they will have to approach him carefully to learn what he knows.

On first contact, allow the PCs a *Fellowship* test to detect that Martin is unusually tense and nervous, even by comparison with other villagers. You may decide that if and when the PCs go to consult Johann's map, they find it missing. Johann knows that Martin is the only person who has access to it. (In fact, Martin did borrow it and has forgotten to return it.) This will worry Johann, and he may set up an interrogation of Martin, although you should try to explore subtler possibilities than this. If the PCs get Martin drunk, for example, he might let something slip, or even confess his story to a sympathetic PC who promises not to tell Johann or to let other villagers know. To arouse PC suspicions about Martin, in addition to his general anxiety you can have him hang around the PCs a lot. He is very ambivalent, fearing that they may learn of what he has done, but also desperately hoping that they can sort out the terrible mess he thinks he has landed the village in. If he confesses to them, and they then shop him to Johann, angry villagers will probably run Martin out of town.

GETTING EQUIPPED

The PCs will probably need wooden poles, ropes, and similar equipment, which the villagers will be happy to lend. Weapons are another matter - the PCs should have their own, and the villagers have only a handful of ordinary swords, bows, and pick-axes between them, in addition to a few knives and daggers. Canaries in cages are not used; the villagers are unaware of this little trick (don't forget that the gas is not present in lethal concentrations). PCs should not know about the bird-in-a-cage trick either, unless one of them is (or has been) an Alchemist. Requests for other common items will be granted.

The most important items are lamps. Because of the odd gas pocket, and the fact that the mines are unlit, safety lanterns are essential, and the villagers possess these. They will be loaned to the PCs. Each lantern sheds light bright enough to see by in an 8-yard radius if held aloft. The villagers also have three bullseye lanterns, each of which may be shuttered so that it casts light only 1 yard in front of the person holding it; if the shutter is opened, the lantern casts light in a 60° arc up to 16 yards ahead. One flask of oil will keep an ordinary lantern burning for 12 hours, or a bullseye lantern for 6 hours. Make sure that you keep a note of how many flasks of oil the PCs take, and how much they consume. Impose sensible limits on how many flasks each PC can carry, depending on what other supplies they have, how strong the PC is, armour type worn, etc. If a PC insists on carrying some ridiculous number of flasks of oil, impose penalties to movement rate, *Initiative*, and *Dexterity* as you see fit.

You may wish to allow the PCs to have the two magical lamps mentioned above. Johann will say that a wizard and a warrior henchman arrived in the village a month ago, and sold these excellent items to the villagers (hoping to curry favour with them). However, it transpired that the wizard then wanted to be shown around the mine. The villagers were suspicious and refused this, so the wizard and his friend left angrily (if the PCs haven't tumbled Martin Kurtz yet, allow a *Fellowship* test to detect that he is especially tense and twitchy when this matter is mentioned). The lamps are simply small crystal globes which send out a ray of bright light to a 16-yard range in a 60° arc (just as for a bullseye lantern). This light is continuous (unless you want to be mean and have the magical effect be temporary and run out while the PCs are deep in the guts of the mine, which could be fun). These will be loaned to the PCs. Again, if you bring these items into play, they may increase the interest the PCs have about the involvement of wizards in this whole business.

After getting equipped, the PCs should be ready to set off into the mines, so you need to know what's going on down there and why...

THE AMBULL IN THE MINES

The creature in the mines is an Ambull (see **WH40K**, p207 - if you don't have this book, why not? - the illustration and description should allow you to get by). It has appeared through a one-way warp gate from a future time and a very distant place, the Death World Luther McIntyre IX. The gate transported it to a sealed chamber underneath the mines, and it tunnelled into them. It has eaten the missing men, the wizard and his henchman into the bargain.

The Ambull has appeared now for the same reason that another Ambull materialised here, fifty years ago. The proximity of a certain type of magical item to a warp gate activated the gate when Magic Points from the item were drained, creating a temporary portal. Both the wizards in question - the one from half a century ago and his more recently devoured counterpart - carried magical staves capable of detecting hidden and distant magical items, and in both cases the specific magical mechanism used in the staves triggered the unstable warp flux in this area.

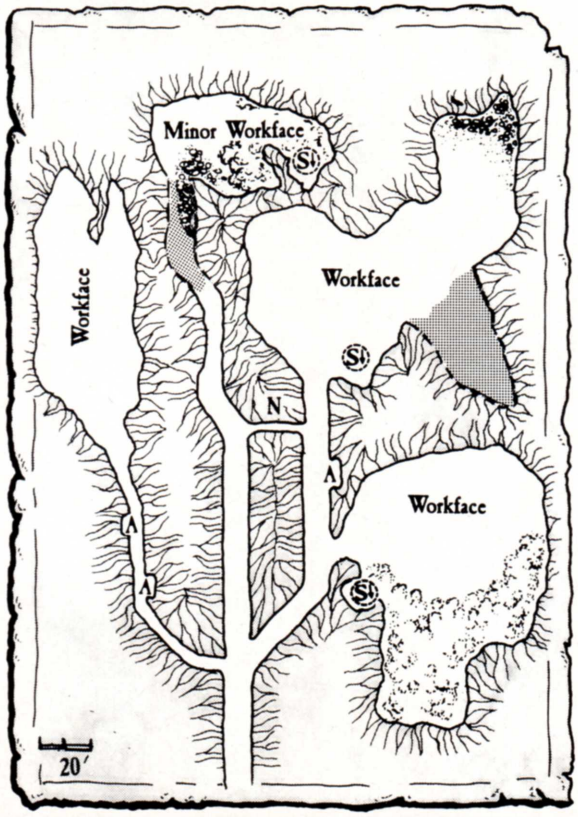
The PCs are unlikely to know or discover any of this, of course, but they should probably realise that the appearance of a wizard in the mines seems to be associated with the appearance of a ravenous man-eating monster. If a PC wizard sweats a lot on this score, fair enough; the player isn't to know that another creature won't appear when the wizard plumbs the depths. Incidentally, the original Ambull tunnelled far away from the scene of this adventure, fortunately for the villagers!

The present Ambull remains fairly close to the location of the warp gate because, while the gate is now closed, some magical residue remains, and the creature dimly senses it. Its instinct is to try to return home, so it does not tunnel far from the original gate. If the PCs don't kill it, it will eventually tunnel far away as the last magical residue from the gate fades into nothingness, leaving the monster no reason to remain in the mines.

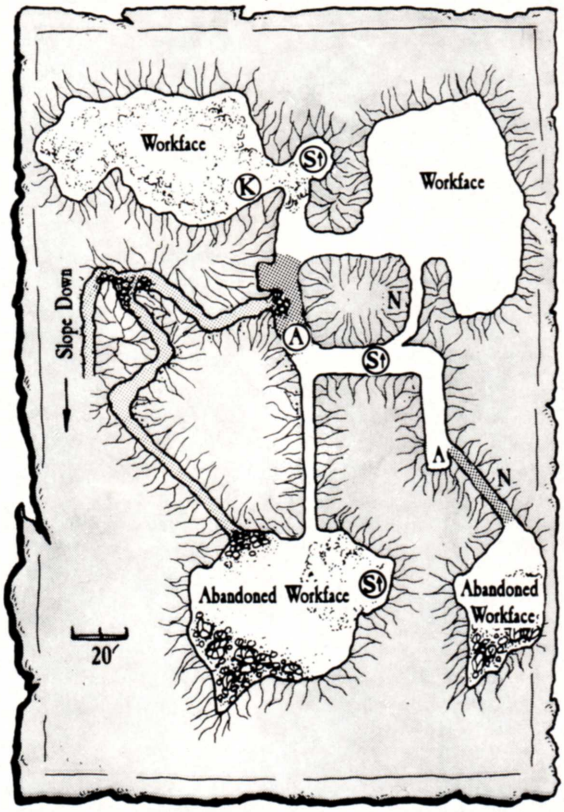
DOWN IN THE MINES

The mines are pitch dark and the air is dank and musty. Dripping water can be heard in the distance, there are faint and occasional sounds of wood creaking, and noises echo loudly. The walls of the mines have wet patches, small outcrops of moss and lichens, and the floors are sometimes uneven and rocky. Map 1 shows some specific details in individual areas. Try to convey the impression of the mine to players by vivid description.

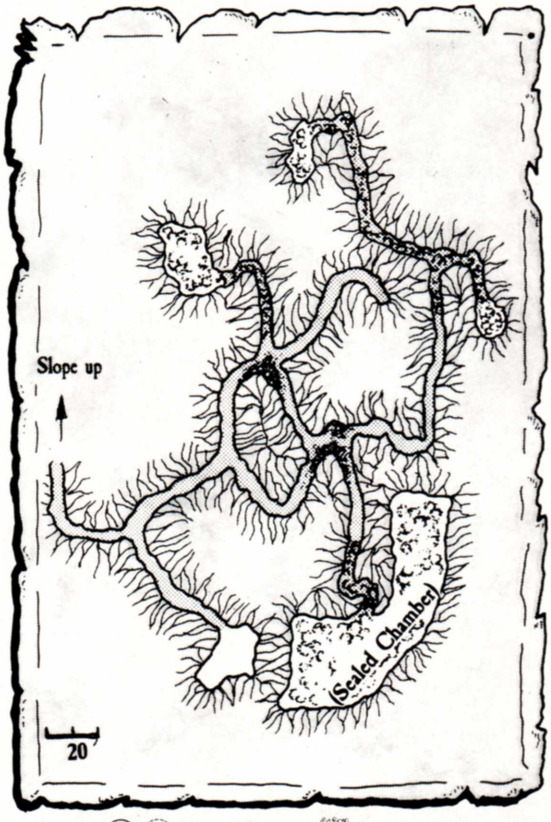
Mines: Upper Level



Mines: Lower Level (20 yards below upper level)



Lower Ambull Tunnels (Approx 12-18 yards below Mines)



SHAFT GAS POCKET DEBRIS ALCOVE

NARROW TUNNEL WHERE MINERS BODIES FOUND WEAK AREA MINOR COLLAPSE AMBULL TUNNELS

The tunnels of the Ambull are rock-strewn and irregular, although they are always wide enough for two PCs to walk abreast. Movement rate is reduced to half normal in these tunnels, which are marked separately on Map 1. It will be very clear to the PCs where the mine passages end and Ambull tunnels begin, even if they don't have Johann's map. Describe the junction points clearly to them: "It looks as if something has tunnelled through here; there are rock chunks all over the floor and no supports," and so on.

Gas Pockets

Map 1 shows which areas have significant concentrations of gas in them. You may change these around on different days, should the PCs spend several days in the mines. These areas contain enough gas to ignite if a naked flame is present; an explosion causing D6+1 *Wounds* (armour is ignored) will occur in a 12-yard radius if this happens. Such an explosion may cause a cave-in (see below). The chance of this happening is 40% plus D6x10% (ie 50-100%), unless a *Fireball* or similar spell is used, in which case the chance is automatically 100%.

Gas cannot be detected by smell, nor does it affect PCs immediately. However, after 8 hours in the mines there is a cumulative effect: PCs lose 10% of their *Initiative* and *Dexterity* scores, due to slight dulling of the senses. The villagers are somewhat habituated to the gas, and this effect does not influence them much during a normal working shift. This fact won't be mentioned to the PCs, unless they specifically ask about hazards. Lost *Initiative* and *Dexterity* are recovered after 2 hours spent in fresh air.

Cave-Ins

The mines haven't been maintained for a week and the odd pit-prop is sagging a little, there are pools of water on the floor caused by slow leaks from above, and some ominous creaking noises. The chance of a cave-in is only 10% per 12-hour period. When one does occur it will take place at a random point in the mine (unless you want to be nasty and decide that the main exit will suffer a cave-in to trap the PCs underground!). A cave-in will cause a stretch of passage of 3D6 yards long to collapse. Such an area has a 25% chance of being completely blocked (ceiling caves in) and a 75% chance of being only partially blocked (wall caves in; ceiling is mostly intact). A completely blocked passage can be cleared at the rate of 1 yard per 3 PC-hours of work; a partly blocked route can be cleared twice as fast.

Any explosion causes a cave-in which completely blocks a 12-yard radius area of passage. For this reason, the PCs must be strongly discouraged from using naked flame or *Fireball* spells (if the spell is used after warning the players, the PCs automatically get caught in the collapsed area). Not only will damage be taken, but the PCs may get trapped and crushed if they are in the middle of a cave-in area.

If the PCs get caught in a cave-in, each PC suffers D6+6 *Wounds* at *Strength* 5 (armour is taken into consideration as normal, except that leather armour will not give any protection against crushing damage). A roll against *Initiative* is permitted to halve the damage if the PC is within his *Movement* range of the edge of the cave-in (if the edge is further away, the PC cannot escape the full effect).

Be careful with cave-ins. It is better to use them as a plot device (to trap or steer the PCs) than to crush your party into pulp, unless they ask for it. However, a minor collapse is something which you may reasonably use. A very loud noise, a bad fumble while trying to move some debris, or any similar occurrence may cause a minor collapse of a small section of the mine (D3 yards). The chance of this should be only 10-25%. A small section of ceiling and wall will collapse, causing D6 *Wounds* at *Strength* 3 to anyone caught in the area. An *Initiative* check will halve damage in this case if made successfully.

Partially Collapsed Mine Sections

Map 1 shows certain areas where minor collapses have already occurred. In passages, these partly block the way. In mine-face chambers, they provide rock cover which PCs can hide behind. This is important when PCs consider the possibility of luring the Ambull into an ambush.

Shafts

Map 1 shows shafts leading from the upper to the lower mine levels. These are some 20' deep, 5' across, and have iron spikes hammered into two sides of the rock to support the weight of an encumbered human climbing up or down them - they are quite safe (unless you decide to have the odd faulty rung somewhere).

Alcoves

Map 1 shows some small alcoves in the mine passages. These contain small caches of items such as ropes, pick-axes and handles, pots of pitch for treating wooden pit props, pitch brushes, sacks, and the like.

Mapping and Movement

Even if the PCs have a copy of Johann's map, they will have to stop and check their bearings (unless they're all Dwarfs), so you should insist on a *cautious* movement rate unless combat, or running like the blazes (in which case the PCs have a 75% chance of getting lost) is involved. If the PCs insist on moving faster, or are forced to do so (eg because of the *fear* induced by the Ambull), a *Dexterity* test must be made (with a +20 modifier if simply moving quickly, or with a -10 modifier if fleeing in fear) or else the PC will fall, suffering 1 *Wound*.

Playing the Ambull

The Ambull is illustrated for easy reference. This nasty beast stands some 10 feet high, and is a ferocious predator. However, it does have its weaknesses!

The Ambull

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Align
6	50	-	5	5	18	50	3	20	43	14	43	43	20	Neutral

The Ambull is a large, barrel-chested creature which adopts an ape-like stance. Both arms and legs end in iron-hard claws used for tunnelling through stone. It is an alien, from the distant, hot Death World of Luther MacIntyre IX. It spends most of its time underground, sheltering from the direct heat of the sun. It is a carnivore, usually preying on subterranean creatures. In its own habitat, it lives in family groups, constructing vast tunnel systems of remarkable complexity.

The Ambull attacks with 2 claws and 1 bite. By virtue of its size, it can divide these attacks between two human-size opponents if it wishes, attacking with one claw against one target and using 2 attacks against the other target.

Psychology: The Ambull causes fear in living creatures under 8 feet tall. A special point is that, because of its stupidity, the Ambull is effectively immune to illusions.

The Ambull has three chief characteristics. First, it is big and vicious. In a confined area, it is a deadly enemy indeed, capable of inflicting lethal damage very quickly. The PCs must try to lure it into an area where several people can get around the creature and attack it, or to get into a position where they can use missile fire and ranged spells while the Ambull cannot get at them. This can only be done with very narrow passages where the Ambull cannot follow, but where a line of sight can be established. Map 1 shows the few such places where this can be done. Luring the monster is not too difficult, since the Ambull will want to eat the PCs and will certainly chase them. The Ambull will not leave the underground area, however!

The second major characteristic is the stupidity of the beast. It is obvious to you that following prey towards a narrow passage where you cannot follow, but down which they can launch missile attacks, is dumb. It's obvious to you, but it isn't obvious to an Ambull. How the low **Int** of the beast should be reflected in the Ambull hunt is simple: the Ambull will fall for any trick once (it's not that stupid). Tricks may include the narrow-passage plus missile-fire trick, the use of a decoy and a rear attack, an ambush lure, the use of a (very strong) triprope, using a tethered animal as bait for an ambush, and so on - depending on players' ingenuity. When you play the Ambull, you play to get at the humans and eat them, although you don't stop to eat them while any of them are still attacking you.

The third major characteristic is the ability of the Ambull to tunnel through rock. So powerful are its claws and jaws that it can move through solid rock with an effective movement rate of **M** 2. This allows it to bypass obstacles (such as narrow passages) and take the most direct route to its prey. The PCs may not be fully aware of this, even if they have read the scroll, and it is quite fair to surprise them on this score.

Ambull Climbing
The Ambull cannot ascend the iron ladders in the shafts (see below), but it can climb between levels by tunnelling through rock. Obviously it can't do this in a vertical line. When the Ambull ascends a level (from its tunnels to the lower mines, or from the lower to the upper mines) by tunnelling, it will take 20 Rounds to do so, emerging at a spot 2D6 yards away from where it began tunnelling upwards on the lower level, leaving an irregular winding passage behind it. This will leave a pile of rubble on the lower level below the passage. Map 1 shows the two ascending tunnels the Ambull has already dug from its lair to the lower mines. It can ascend such tunnels at **M** 4 and descend them at the same speed.

Wounded Ambull
If the Ambull is reduced to 4 *Wounds* or below, it will back off and try to hide in the tunnel complex it has created. Its high movement rate should enable it to escape and outrun the PCs. It will flee back to the sealed cavern marked on Map 1. Because of the effect of the magically triggered warp gate and residual magic in this area, the Ambull will draw strength from the very stone and rock of the chamber, and will recover 1 *Wound* per 2 hours of game time. It will not sally forth again for at least 12 hours if it is forced to retreat to this area. It will almost certainly have to be hunted down to this chamber and killed here. Note that the two entrances allow the PCs the possibility of creating a diversion at one entrance to distract the Ambull, and catch it off guard if they can move through the other entrance quickly enough: you will need to rule on this, depending on the tactical plan of your players.

Mine Locations
Map 1 notes many of these, such as major minefaces and abandoned minefaces These are self-explanatory: an abandoned mineface, for example, is one which has been worked out (but it will still be maintained to keep up the general safety and integrity of the mine). A small number of locations keyed on the map require further details here, though.

Alcoves
These are small recesses off main mine tunnels which are used to store rope, sacks, boxes, and the like, and they usually have a couple of strong wooden boxes on which miners can sit and eat or drink during working hours. The lamps in these areas have run out of fuel and there is no spare oil here.

Shafts
These are vertical shafts between the mine levels. On two sides, iron rungs have been driven into the rock to create sturdy ladders (they have to take the weight of men with sacks of ore). Use standard climbing rules when the PCs ascend/descend them.

Weak Areas
Here, pit props and supports are particularly weak. Ominous noises of creaking wood, dust falls are typical in such areas. You can use these to un-nerve the PCs, or to increase the chances of a minor cave-in to hamper free movement.

Rock Debris
These are piles of rock which hamper, but do not totally prevent, PC movement. These are caused by the tunnelling Ambull, or by collapse of ceiling or wall supports, and part of the wall and/or ceiling may have given away. You can decide how badly these hamper PC movement: it may take the PCs twice as long to bypass them as their normal movement rate, or 6 times as long, as you wish. If PCs have (or want) to run past/through such areas you may force a *Dexterity* test to avoid falling.

Add minor details as you see fit: areas where there are thick growths of moss, where some oil may have leaked from a smashed flask and made a slippery floor area, and so on. You can make the mines as treacherous as you want, if you judge that the PCs are strong enough to cope with the difficulties.

ENDING THE ADVENTURE
The townspeople will pay the PCs promptly when they emerge with evidence of the Ambull's death, and will begin to restart maintenance work on the upper mine levels. There should be nothing in particular to delay the PCs.

You can expand the adventure easily in several ways. Perhaps there *is* a magical treasure hoard somewhere in the mines, after all! If the PCs are strong enough, you could consider using two Ambulls in the adventure. The Ambull might have tunnelled between the mines and some ancient sealed catacombs which contain Undead that may attack the PCs. Clearly, it is a simple matter to expand on the Ambull Hunt.

EXPERIENCE POINTS
Award up to 20 EPs per PC for roleplaying in Karstenberg, 20 EPs each for careful planning (getting supplies, asking about a map, planning a course of action, etc) and 40 EPs per PC for killing the Ambull.

See page 5 for details on how to mail order your Ambull miniature.

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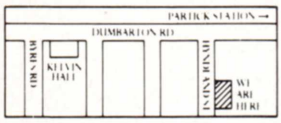

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CRITICAL MASS

The Hard Stuff

For all the merits of fantasy and fabulation, space opera and planetary romance, sword-and-sorcery and fairy-tale moonshine - all those lowly but seductive forms of entertainment which we love - there's still everything to be said for the Hard Stuff, what Brian Aldiss once called "the pure quill." I'm talking about rational, extrapolative science fiction which is based on genuine science and deals in futures which are as "real" as an intelligent, highly-educated writer can make them. I'd like to glance at three attempts in that direction here. Paul J McAuley's name cropped up a couple of times in last month's column, where I made passing mention of his short-story contributions to various anthologies. He may not be well known as yet, but I believe he is one of the brightest hopes around: a new writer who is likely to dominate British sf in the 1990s. A research biologist at Oxford University, he has been producing fiction for three or four years now. His first novel, **Four Hundred Billion Stars** (Gollancz, £11.95), should establish his reputation as an author of thoughtful, stylish hard sf; for McAuley puts his scientific background to very good use in this tale of xeno-biological mystery on an alien planet.

The narrative is set against a backdrop of interstellar war. Humanity has invented a faster-than-light drive, and there is now a scattering of human colonies which are vulnerable to attack by the newly-discovered, utterly implacable and inscrutable Enemy. The heroine is an astronomer who is blessed, or cursed, with an amazing Talent. She is a quasi-telepathic "empath" who can probe the minds not only of her fellow human beings but also those of other entities. When landfall is made on a bleak planet which has evidently been altered by the Enemy in order to support life, she is sent (against her will) to investigate the seemingly primitive inhabitants. Are they a devolved, degenerate form of the alien foe, and will they provide clues as to how the Enemy may be defeated? There are no immediate answers, but the reluctant heroine does sense the presence of a terrifying, overwhelming intelligence somewhere on the new planet. She has to go through many gruelling adventures before the secrets of the alien life-forms are revealed. There's nothing flashy here: it's a fairly slow-moving but tense and engrossing story, with sensitive characterization, well-described landscapes, and a rigorous quality of thought which is all too rare in contemporary sf. A strong debut: I fervently hope that McAuley continues to grow into his craft.

Bruce Sterling is another writer who strives for future realism. **Islands in the Net** (Legend, £11.95), his fourth novel, is about a wired-up world of the early 21st century. Thanks to an advanced telecommunications Net, this is an ecologically-sound electronic paradise, where the Bomb has long been banned and where carefree American yuppies work for "democratic corporations" and can afford to raise their babies amidst peace and plenty. It is a utopia sprung from the sunny side of Cyberpunk, a celebration of all the (real) possibilities of information technology. But of course the novel has a dark side: the plot concerns the irruption of groups of data pirates into the straight world of the Networkers. There are islands of crime in the Net, and all is not quite as it seems. Bruce Sterling, one of the most lauded of the younger American sf writers, scores some valid points in this well-imagined, inventive, near-future thriller. The book should succeed in finding a wide audience, but the author's points are won at the expense of a certain flattening of his inspiration: it's patently obvious that Sterling has set out to write bestseller fiction for the mass audience, a rather bland and flavourless narrative with all the standard ingredients for 'breakthrough" success. The resulting 448-page tome is full of good things and yet at times downright boring.

Alien Light by Nancy Kress (Legend, £12.95 hc, £6.95 pb) is a proficient adventure story with philosophical overtones. It's written in *Analog* magazine style, which is to say with a tin ear. Despite its overt feminism, it's fairly hard, "masculine" and scientistic sf. Three groups of humans have reverted to a primitive and warlike cultural level on a planet where their ancestors were marooned generations earlier. They are contacted by an alien race from elsewhere in space - a race which is currently at war with humanity, and which wishes to study these isolated specimens in order to find out what makes human beings tick. The aliens are group-minded (ie "communist"?) and highly advanced, technologically. They herd several hundred humans into a huge enclosure and study them over a period of a year. There are many named characters, and the plot concerns their complex interactions during this period of incarceration and the ways in which they change under the stimulus of the alien culture and its (to them) miraculous technological artifacts.

Gradually the mutually hostile groups of humans learn to cooperate, and - at long length - fight their way free of the aliens. The understanding of human nature which the aliens arrive at, and which is presented as something of a revelation by Nancy Kress, is basically a restatement of the old 1940s John W Campbell/Robert A Heinlein cliché: namely, that human beings are the meanest, orneriest critters in the whole damned universe, and therein lies their greatness. In other words, despite its fashionable veneer of feminism and its overt concern for the "problem" of human violence, this is a rather reactionary (and, to someone who has read a lot of American sf, predictable) book. It is not very well written, although it's evidently seriously meant and done with some feeling. As a yarn full of "deep thinks", it will probably be enjoyed by a good many readers - though I guess it will be more popular in its author's native land than on this side of the Atlantic.

Time for a few brief mentions, so let's frolic again in fantasyland. It would be bad form for me to review my own book, **Modern Fantasy: The Hundred Best Novels** (Grafton, £14.95 hc, £7.95 pb), but I should like to commend one of the novels described therein which has recently been republished in the UK. James P. Blaylock's **The Digging Leviathan** (Grafton, £3.50) is a decidedly peculiar tale about the antics of various zany characters in present-day California. Despite appearances, it's not really a story about Symmesian holes in the ice-caps and a world at the earth's core à la Edgar Rice Burroughs, although those things are certainly mentioned. It's simply a gentle fantasy of manners about a bunch of male obsessives, and it will divide its readers into two predictable camps: those who love it and those who loathe it.

Just out is the first issue of the revived twice-yearly "paperback magazine of fantasy and terror", Stephen Jones's *Fantasy Tales* (published by Robinson Books at the astonishingly low price of 99 pence). It contains over 100 pages of new stories by the likes of Charles L Grant, Lin Carter, Guy N Smith and Darrell Schweitzer, and it's certainly worth a look - especially if you like your fantasy on the dark side. Much more of the same can be found in the magazine's first anthology, **The Best Horror from Fantasy Tales** (Robinson, £11.95) edited by S Jones and D Sutton, which is a handsome book indeed - large format, well designed, with every story illustrated. And the stories include some modern masterpieces by Ramsey Campbell, Clive Barker, Dennis Etchison and others, as well as brief pieces by homelier writers such as Brian Lumley and Kim Newman. Other notable horror/fantasy anthologies currently on the market include **Tales of the Cthulhu Mythos** edited by August Derleth (Grafton, £3.99), **New Tales of the Cthulhu Mythos** edited by Ramsey Campbell (Grafton, £3.50) and **The Penguin Book of Vampire Stories** edited by Alan Ryan (Penguin, £4.95). It seems that monstrous Cthulhu and his dripping cohorts just will not lie down. Nor will the evil Count and his avatars. Long may they stalk the corridors of our pleasurable nightmares.

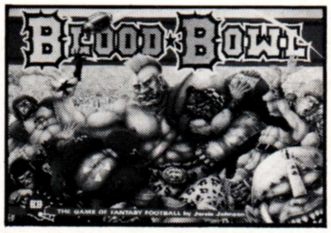
DAVID PRINGLE

GAMES DAY '89 · GOLDEN DEMON REGIONALS

Held in the Nottingham area around Easter, GAMESDAY '89 will feature a host of exciting events and features. GAMESDAY '89 will be the culmination of a series of regional heats in the all new *Blood Bowl* and *Dark Future* leagues, as well as featuring *Warhammer Battle*, *Warhammer 40K* and *Adeptus Titanicus*. As if that were not enough, GAMESDAY '89 will also be host to the GOLDEN DEMON AWARDS plus the biggest Games Workshop and Citadel Miniatures trade stand ever - all under one roof!

The play-offs for the *Dark Future* and *Blood Bowl* leagues will be getting underway almost immediately, and this is a brief outline of how things are going to run...

If you are a club or an individual interested in *Blood Bowl* or *Dark Future*, then you should hurry to your nearest Games Workshop to get full details of the competitions. We need clubs to run official area play-offs in the national league. As an individual, the only way to enter a heat will be through your local club.



INDIVIDUALS: JOIN A CLUB!! If you do not know your local club, ask at your nearest GAMES WORKSHOP.

CLUBS: Get in touch with your nearest GAMES WORKSHOP, and register that your club is going to be running a PLAY OFF

THE COMPETITION: 1) PLAY OFFS are organised entirely by the clubs;
2) Each club may forward two players as PLAY OFF winners to qualify for their local REGIONAL HEAT;
3) REGIONAL HEATS to be supervised by local GAMES WORKSHOP Managers: National competition rules apply, to be announced later. Clubs to register with their nearest GAMES WORKSHOP by December 9th at the latest;
4) 2 winners from each REGIONAL HEAT to go forward to the final.

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The full rules for using Star Players and for setting up Blood Bowl campaigns with them are included in the forthcoming **Blood Bowl Star Players** book. In **Blood Bowl Star Players** you will also get 36 new Star Player cards, detailing some of the NAF's most famous (and infamous) players.

As a taster of what is to come, we're giving you an extra dozen Star Player cards here, from the one-time starting Blocker of the Stunted Stoutfellows, Puggy Baconbreath, to the towering Frank N Stein, creation of the Dark Elf sorcerer Marishel.

USING THE STAR PLAYER CARDS

Split the cards into two decks, one containing all the Good Star Players, the other all the Chaos Star Players. Decide upon the basic race of the team that you are going to play. This will affect the alignment of the Star Players you can use: Good teams can only use Good Star Players, Chaos teams can only use Chaos Star Players - Neutral teams may pick from either provided all their Star Players come from the same deck.

Race	*Alignment*
Dwarf or Elf	Good
Dark Elf, Goblin, Skaven or Chaos	Chaos
Human, Halfling, Norse, Skeleton, Slann or Were	Neutral

Each team can have from 1 to 4 Star Players. You can either roll one 4-sided dice and use the score as the number of Star Players in each team, or each coach can roll separately for the number of Star Players in his team. The first method is fairer - the second is more fun!

Having worked out how many Star Players are in each team, give the decks of cards a good shuffle. Deal out cards from the top of the appropriate deck until both teams have the correct number of Star Players. If both teams are taking cards from the same deck, deal alternately to each coach - flip a coin to see who gets the first card.

If you run out of cards before the right number have been dealt, you must make do with what you have - the rest of the team are normal players.

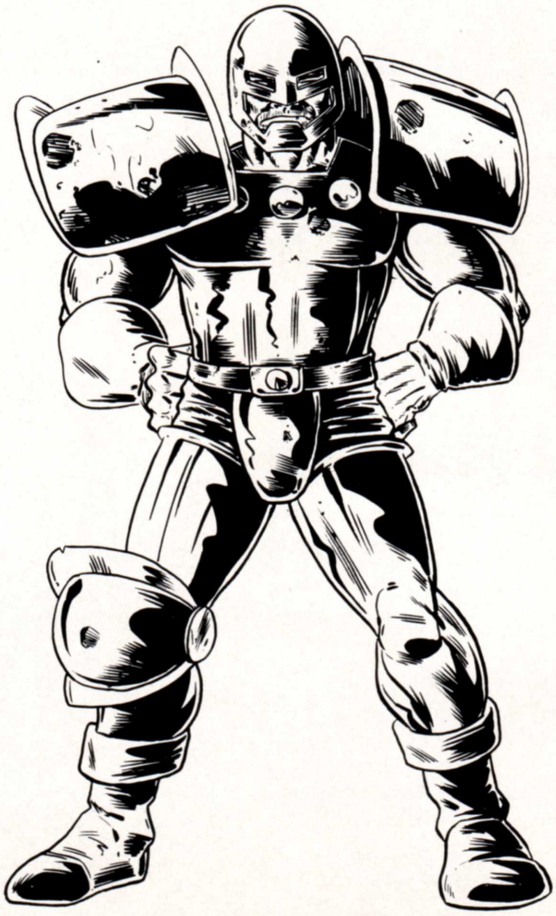
Place your Star Player cards in a row beside your Team Card. The Star Players on a team are not secret and the cards may be inspected by either coach at any time.

Each Star Player replaces one normal member of the team - the coach decides which player is replaced.

BIDDING FOR STAR PLAYERS

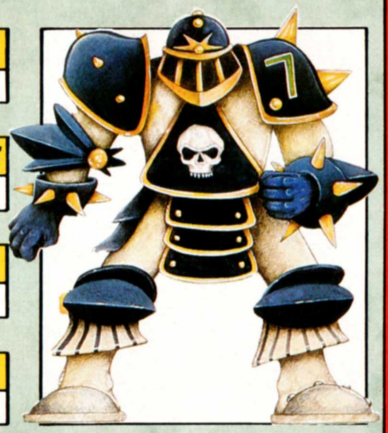
If you want, you may use the method of bidding for players described in the *Freebooters* article in *White Dwarf* 101, with each coach having a Treasury of 25,000 Crowns to buy Star Players. In this case, all the cards are shuffled together and an 8-sided dice is rolled for the number of Star Players available.

You may also add the Freebooter cards to the Star Player pack. As the Neutral alignment isn't used for Star Players, Borg'th N'Htrog, Spikey Norman and Siggi 'The Boot' Schuster are treated as Chaos Star Players, and 'Big' Gunn Schonn is treated as a Good Star Player. If you are including the Freebooter cards, you can increase the number of Star Players available to each side by rolling a 6-sided dice (or 2D6 if you are using the bidding method).



STAR PLAYERS

WORMHOWL GREYSCAR



RACE	ALIGNMENT	NUMBER	POSITION
Human	Chaos	7	Blocker

MA	SP	ST	AG	TS	CL	AV
4	+1	4	2	-1	-1	10

SPECIAL SKILLS:
Block (level 1), Itchy Feet, Mighty Blow (level 3)

BARIK FARBLAST

RACE	ALIGNMENT	NUMBER	POSITION
Dwarf	Good	8	Lineman

MA	SP	ST	AG	TS	CL	AV
3	+2	4	2	+1	0	10

SPECIAL SKILLS:
Bazuka, Thick Skull, Toughness (level 2)

FRANK N. STEIN

RACE	ALIGNMENT	NUMBER	POSITION
Human	Chaos	11	Blocker

MA	SP	ST	AG	TS	CL	AV
4	+1	4	2	-1	-1	10

SPECIAL SKILLS:
Mighty Blow (level 2), Toughness (level 3)

TUERN REDVENOM

RACE	ALIGNMENT	NUMBER	POSITION
Dark Elf	Chaos	13	Lineman

MA	SP	ST	AG	TS	CL	AV
4	+3	3	3	+1	+1	8

SPECIAL SKILLS:
Dirty Tackle (level 2), Distract, Tackle, (level 2)

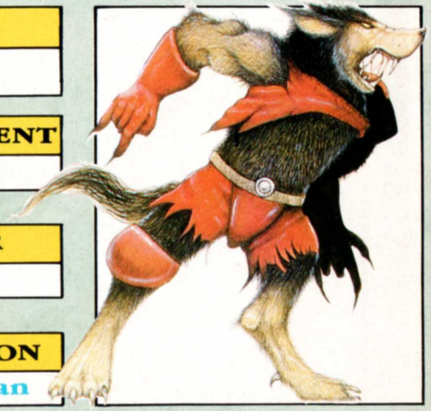
HOSHI KOMI

RACE	ALIGNMENT	NUMBER	POSITION
Human	Good	2	Catcher

MA	SP	ST	AG	TS	CL	AV
4	+4	2	4	0	+1	8

SPECIAL SKILLS:
Block (level 2), Dodge (level 4), Itchy Feet, Jump Up, Leap (level 4), Mighty Blow (level 2)

WILHELM CHANEY



RACE	ALIGNMENT	NUMBER	POSITION
Were	Chaos	15	Lineman

MA	SP	ST	AG	TS	CL	AV
4	+2	3	3	0	0	9

SPECIAL SKILLS:
Intercept (level 1), Tackle (level 2), Toughness (level 2)

STAR PLAYERS

AGE: 100+ | **HEIGHT: 6 ft 6 in** | **WEIGHT: 230 lbs**

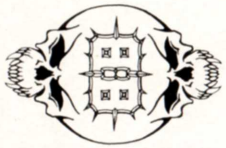
BEST GAME: 2479, versus Dwarf Warhammerers

Rushing 150 paces, 5 interceptions, 1 Touchdown.

SPECIAL SKILLS:

Mighty Blow (level 2): Subtract -2 from opponent's **AV** after a successful block. If opponent fails his *Armour* roll, add +2 to his *Injury* roll.

Toughness (level 3): Subtract -3 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Frank being killed.



AGE: 75 | **HEIGHT: 4 ft 2 in** | **WEIGHT: 118 lbs**

BEST GAME: 2485, versus Bright Crusaders

Rushing 40 paces, passing 132 paces, 3 fatalities.

SPECIAL SKILLS:

Bazuka: Barik cannot throw the ball while carrying the Bazuka, but must try to fire it from the Bazuka. State the distance the ball is to be fired and roll 2D6:

- 2-3 **Kerr-boom!** Bazuka misfires - Barik must roll on the *Injury* table.
- 4-10 **Whooosh!** The ball is treated as if thrown normally to the desired range with **TS** +1.
- 11-12 **Ooops!** Barik has pointed the Bazuka the wrong way - treat the ball as if thrown the desired range, but it goes in a direction opposite to that intended.

Barik may not fire and move in the same turn. He may not block or sprint unless he drops the Bazuka - in which case it is lost for the rest of the game. If he drops the Bazuka and tries to throw the ball normally, his **TS** becomes -1.

Thick Skull: If stunned, place Barik in the Reserve box of the Dug-Out - he can rejoin the game at the start of his next Team Turn. If KO'd, place him in the Stunned box.

Toughness (level 2): Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Barik being killed.

AGE: 26 | **HEIGHT: 6 ft 4 in** | **WEIGHT: 198 lbs**

BEST GAME: 2481, versus Lustria Croakers

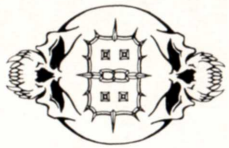
Rushing 140 paces, passing 64 paces, 3 interceptions, 1 fatality.

SPECIAL SKILLS:

Block (level 1): Wormhowl adds +1 to *Block* rolls unless opponent also has *Block* skill. Opponents must subtract -1 from *Block* rolls against Wormhowl unless they have *Block* skill. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Itchy Feet: Wormhowl leaves the team after one game.

Mighty Blow (level 3): Subtract -3 from opponent's **AV** after a successful block. If opponent fails his *Armour* roll, add +3 to his *Injury* roll.



AGE: 27 | **HEIGHT: 5 ft 11 in** | **WEIGHT: 128 lbs**

BEST GAME: 2483, versus Evil Gits

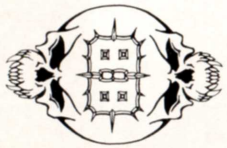
Rushing 142 paces, 2 Touchdowns, 1 fatality.

SPECIAL SKILLS:

Intercept (level 1): If a throw is *Missed* and Wilhelm is in position to intercept, roll a D6 and add +1 - Wilhelm intercepts the ball on a total of 7 or more.

Tackle (level 2): Add +1 to Wilhelm's *Tackle* roll unless opponent has *Tackle* skill of level 2 or greater.

Toughness (level 2): Subtract -2 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Wilhelm being killed.



AGE: 30 | **HEIGHT: 5 ft 7 in** | **WEIGHT: 105 lbs**

BEST GAME: 2487, versus Darkside Cowboys

Rushing 150 paces, passing 88 paces, 3 Touchdowns.

SPECIAL SKILLS:

Block (level 2): Hoshi adds +1 to *Block* rolls unless opponent has *Block* skill of level 2 or greater. Opponents must subtract -1 from *Block* rolls against Hoshi unless they have *Block* skill of level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Dodge (level 4): opponent tackling Hoshi must subtract -1 from *Tackle* roll unless he has *Tackle* skill of level 4 or greater.

Itchy Feet: Hoshi leaves the team after one game.

Jump Up: Hoshi may stand up at the start of a turn even if lying face down.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

Mighty Blow (level 2): Subtract -2 from opponent's **AV** after a successful block. If opponent fails his *Armour* roll, add +2 to his *Injury* roll.

AGE: 115 | **HEIGHT: 6 ft 5 in** | **WEIGHT: 140 lbs**

BEST GAME: 2486, versus Athelorn Avengers

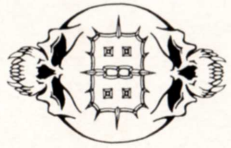
Rushing 178 paces, passing 75 paces, 1 Touchdown, 2 fatalities.

SPECIAL SKILLS:

Dirty Tackle (level 2): Subtract -2 from opponent's **AV** after a successful tackle. If opponent fails his *Armour* roll, add +2 to his *Injury* roll. Successful tackle must be made by, not against, Tuern, but does include the *Both Players Knocked Over* result.

Distract: Opponents in Tuern's *Tackle Zone* subtract -2 rather than -1 from dice rolls when throwing or catching the ball.

Tackle (level 2): Add +1 to Tuern's *Tackle* roll unless opponent has *Tackle* skill of level 2 or greater.



STAR PLAYERS

AGE: 34 | **HEIGHT: 5 ft 5 in** | **WEIGHT: 173 lbs**

BEST GAME: 2485, versus Dwarf Giants

Rushing 129 paces, passing 101 paces, 2 fatalities.

SPECIAL SKILLS:

Heroic Leap: Greaser may make a heroic leap to score a Touchdown instead of sprinting. He may move up to 3 squares provided he ends in the opposing End Zone - the leap may take him through occupied squares and opposing *Tackle Zones*. Roll a D6 and add +1 for each occupied square moved through. On a result of 1-3 a Touchdown is scored. On a result of 4 or more, Eldril is KO'd and the ball scatters from the square Greaser was jumping from.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

Long Kick (level 4): Greaser may add +4 to the range the ball is kicked.

Safe Throw (level 2): if Greaser's throw is intercepted, roll a D6 and add +2 - the ball is *Missed* on a total of 7 or more.

Thick Skull: If stunned, place Greaser in the Reserve box of the Dug-Out - he can rejoin the game at the start of his next Team Turn. If KO'd, place him in the Stunned box.

AGE: 36 | **HEIGHT: 5 ft 6 in** | **WEIGHT: 166 lbs**

BEST GAME: 2485, versus Vynheim Valkyries

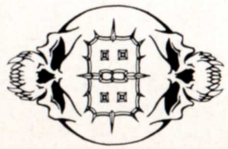
Rushing 56 paces, passing 43 paces, 1 Touchdown, 4 fatalities.

SPECIAL SKILLS:

Block (level 3): Dieter adds +1 to *Block* rolls unless opponent has *Block* skill of level 3 or greater. Opponents must subtract -1 from *Block* rolls against Dieter unless they have *Block* skill of level 3 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Catch (level 2): If a throw to Dieter is *Missed*, roll a D6 and add +2 - Dieter catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Dieter is in position to intercept, roll a D6 and add +2 - Dieter intercepts the ball on a total of 7 or more.



AGE: 111 | **HEIGHT: 3 ft 9 in** | **WEIGHT: 90 lbs**

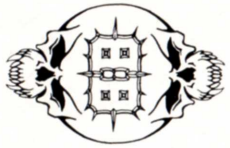
BEST GAME: 2481, versus Buchen Beserkers

Rushing 38 paces, 4 tackles, 1 Touchdown!

SPECIAL SKILLS:

Block (level 2): Puggy adds +1 to *Block* rolls unless opponent has *Block* skill of level 2 or greater. Opponents must subtract -1 from *Block* rolls against Puggy unless they have *Block* skill of level 2 or greater. Players making a *Multiple Block* or *Ganging Up* total their *Block* levels before comparison.

Nerves of Steel: Puggy ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.



AGE: 24 | **HEIGHT: 5 ft 11 in** | **WEIGHT: 170 lbs**

BEST GAME: 2484, versus Bright Crusaders

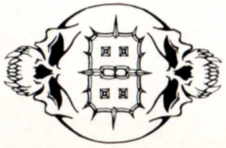
Rushing 120 paces, passing 160 paces, 2 fatalities.

SPECIAL SKILLS:

Catch (level 2): If a throw to Slarga is *Missed*, roll a D6 and add +2 - Slarga catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Slarga is in position to intercept, roll a D6 and add +2 - Slarga intercepts the ball on a total of 7 or more.

Nerves of Steel: Slarga ignores any opposing *Tackle Zones* when throwing, kicking or catching the ball.



AGE: 169 | **HEIGHT: 6 ft 6 in** | **WEIGHT: 158 lbs**

BEST GAME: 2487, versus Skaven Scramblers

Rushing 189 paces, passing 130 paces, 2 interceptions, 1 Touchdown.

SPECIAL SKILLS:

Distract: Opponents in Eldril's *Tackle Zone* subtract -2 rather than -1 from dice rolls when throwing or catching the ball.

Hypnotic Gaze: Eldril may try to hypnotise an opponent in an adjacent square instead of blocking. Roll a D6; a result of 1-3 means nothing happens. On a result of 4-6 the opponent can do nothing while Eldril gazes at him. If the victim is blocked he is automatically knocked over and must make an *Armour* roll. If Eldril is blocked the gaze is broken and the opponent returns to normal. Eldril cannot move or take any other action while maintaining his gaze.

Intercept (level 2): If a throw is *Missed* and Eldril is in position to intercept, roll a D6 and add +2 - Eldril intercepts the ball on a total of 7 or more.

Jump Up: Eldril may stand up at the start of a turn even if lying face down.

Leap (level 4): add +4 to the dice roll when leaping over prone players.

AGE: 29 | **HEIGHT: 6 ft 3 in** | **WEIGHT: 180 lbs**

BEST GAME: 2482, versus Galadrieth Gladiators

Rushing 147 paces, passing 40 paces, 2 interceptions, 1 Touchdown, 1 fatality.

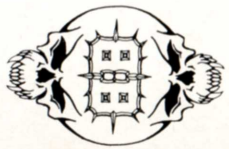
SPECIAL SKILLS:

Catch (level 2): If a throw to Withergrasp is *Missed*, roll a D6 and add +2 - Withergrasp catches the ball on a total of 7 or more.

Intercept (level 2): If a throw is *Missed* and Withergrasp is in position to intercept, roll a D6 and add +2 - Withergrasp intercepts the ball on a total of 7 or more.

Tackle (level 6): Add +1 to Withergrasp's *Tackle* roll unless opponent has *Tackle* skill of level 6 or greater.

Toughness (level 1): Subtract -1 from *Injury* rolls. A total of 1 or less results in no injury; a roll of 12 before modification always results in Barik being killed.



STAR PLAYERS

ELDRIL SIDEWINDER

RACE	ALIGNMENT	NUMBER	POSITION
Elf	Good	4	Catcher

MA	SP	ST	AG	TS	CL	AV
4	+4	3	4	+1	+1	7

SPECIAL SKILLS:
Distract, Hypnotic Gaze, Intercept (level 2), Jump Up, Leap (level 4)

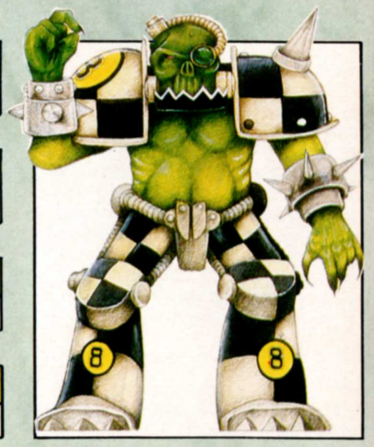
PUGGY BACONBREATH

RACE	ALIGNMENT	NUMBER	POSITION
Halfling	Good	10	Lineman

MA	SP	ST	AG	TS	CL	AV
3	+3	3	4	-1	-1	7

SPECIAL SKILLS:
Block (level 2), Nerves of Steel

GREASER GEARGRINDER

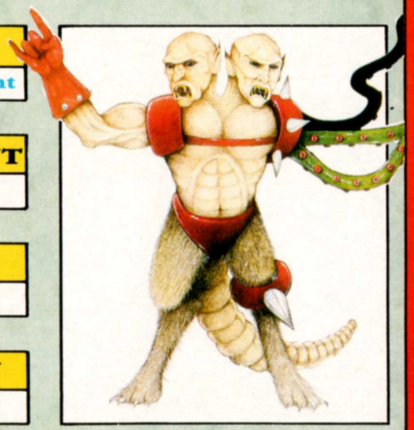


RACE	ALIGNMENT	NUMBER	POSITION
Orc	Chaos	8	Thrower

MA	SP	ST	AG	TS	CL	AV
5	+3	2	3	+2	0	8

SPECIAL SKILLS:
Heroic Leap, Leap (level 4), Long Kick (level 4), Safe Throw (level 2), Thick Skull

WITHERGRASP DOUBLEDROOL



RACE	ALIGNMENT	NUMBER	POSITION
Human Mutant	Chaos	6	Blitzer

MA	SP	ST	AG	TS	CL	AV
4	+3	4	3	0	+1	9

SPECIAL SKILLS:
Catch (level 2), Intercept (level 2), Tackle (level 6), Toughness (level 1)

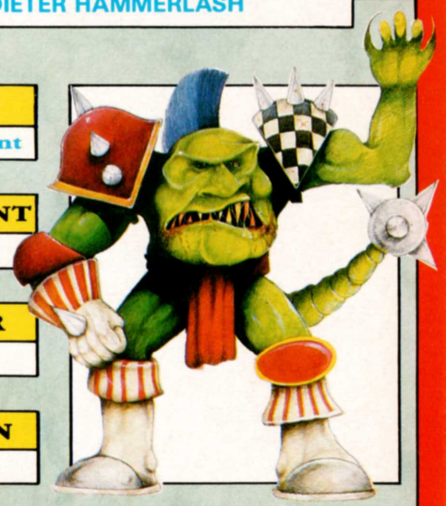
SLARGA FOURSTRIKE

RACE	ALIGNMENT	NUMBER	POSITION
Human Mutant	Chaos	9	Lineman

MA	SP	ST	AG	TS	CL	AV
4	+2	3	4	0	+1	9

SPECIAL SKILLS:
Catch (level 2), Intercept (level 2), Nerves of Steel

DIETER HAMMERLASH



RACE	ALIGNMENT	NUMBER	POSITION
Human Mutant	Chaos	12	Blocker

MA	SP	ST	AG	TS	CL	AV
4	+1	4	2	-1	-1	10

SPECIAL SKILLS:
Block (level 3), Catch (level 2), Intercept (level 2)

BLOOD BOWL

Designed by Jes Goodwin, Mark Copplestone, Kevin Adams & Michael and Alan Perry

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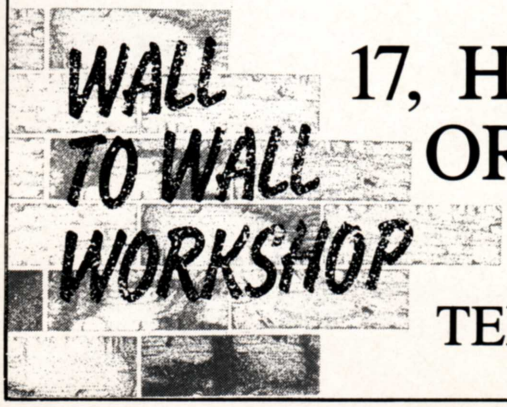

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SPECIALIST

SQUATS

SQUAT WARRIORS

Designed by
Bob Olley

20 H R M

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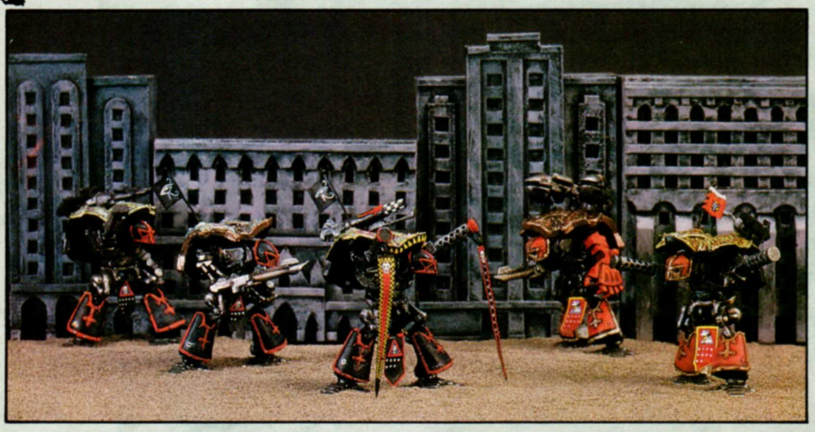
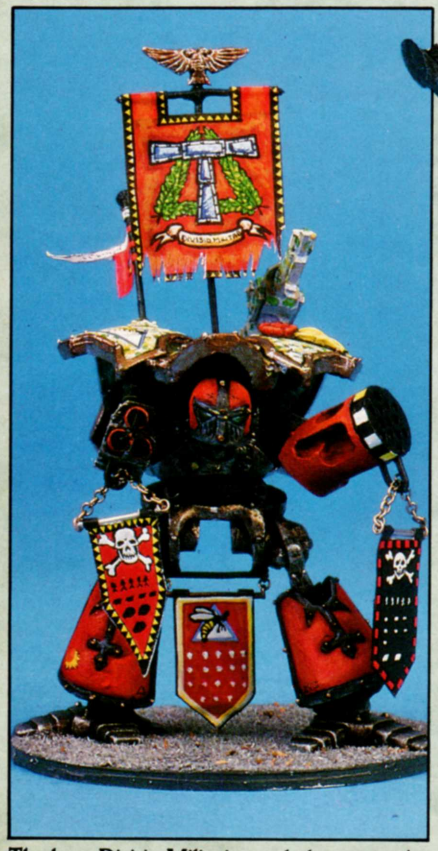
CITADEL™ MINIATURES

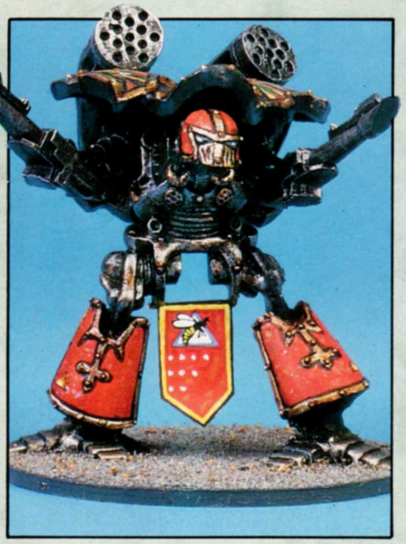
Striding across the war-torn planets of the Imperium, Traitor Titans of the Warmaster Horus battle with the Divisio Militaris Orders that remain loyal to the Emperor. Standing 80 feet tall, Battle Titans are gigantic manned robots, carrying a devastating arsenal ranging from las-cannons and plasma guns to multi-meltas and chainfists. Each Titan Order has its own paint scheme - most of the Warlord Class Titans on these pages are from two Orders prominent in the civil war known as the Horus Heresy: the Imperial Fire Wasps Order and the rebel Deaths Heads.



Three Titans of the rebel Deaths Heads order attack a pair from the loyalist Fire Wasps.



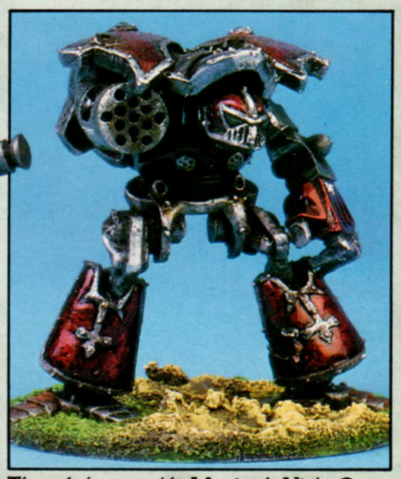
The large Divisio Militaris parade banner on the back of this Eclipse Titan indicates the presence of a high-ranking commander.



Nemesis Titan of the Fire Wasps with twin carapace-mounted multi-launchers and a pair of defence lasers.

Fire Wasps Death Bringer variant armed with two plasma cannons, defence laser and powerfist.

The pennant on the Divisio Militaris back banner of this Death Bringer shows that it has fought against the rebels during the Horus Heresy. ▶



The red sheen on Aly Morrison's Night Gaunt was achieved by applying successive coats of red ink glazes and varnish.

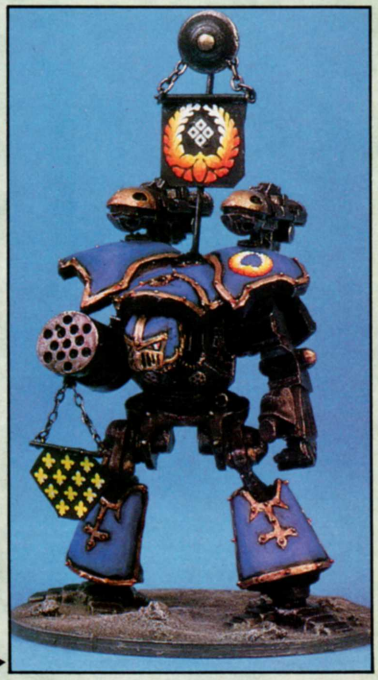
Above and below: Death Bringer of the rebel Deaths Heads Order. Note the Eye of Horus back banner and the two kill banners hanging from its auto-cannons.

Rebel Titan of the Deaths Heads Order. Note the twelve victory markings on its honour banner and the Nemesis variant badge on its leg plate.

Death Bringer with Eye of Horus back banner brandishing twin auto-cannons and carapace-mounted macro-cannon.

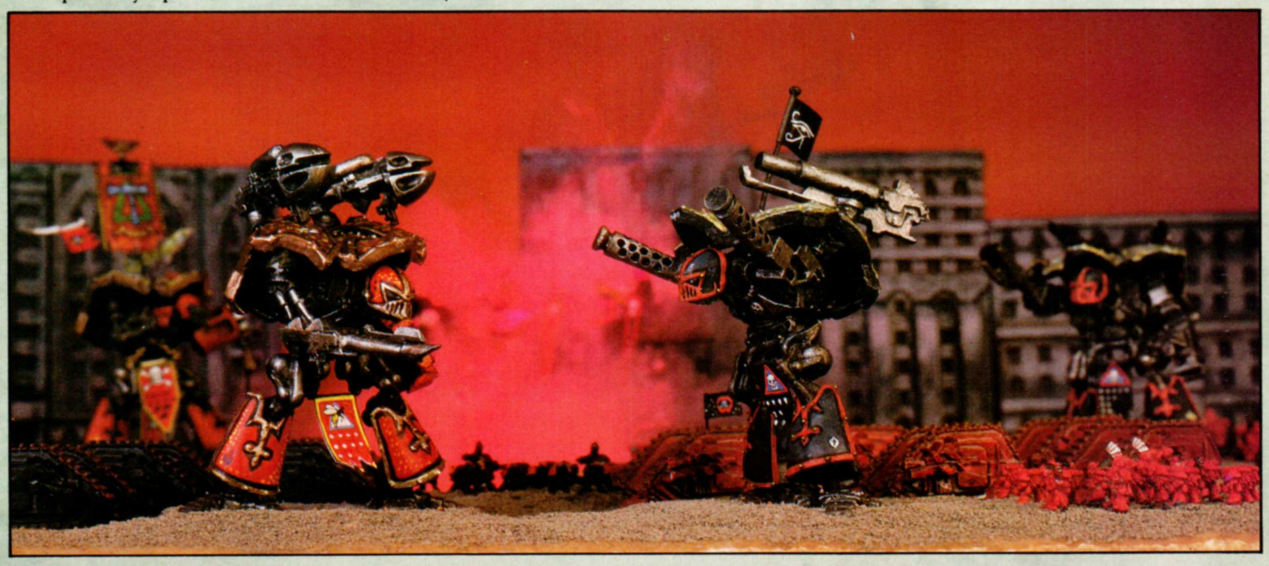
Top view of the Death Bringer showing its Order badge and the camouflage scheme on its carapace.

Night Gaunt of the Deaths Heads. Notice the Night Gaunt variant badge on the Titan's leg plate.



Small heraldic decals were added to Tony Cottrell's Death Bringer Titan and then painted over with inks. ▶

Imperial and Traitor Death Bringers face each other, accompanied by Space Marines and Land Raiders. ▼



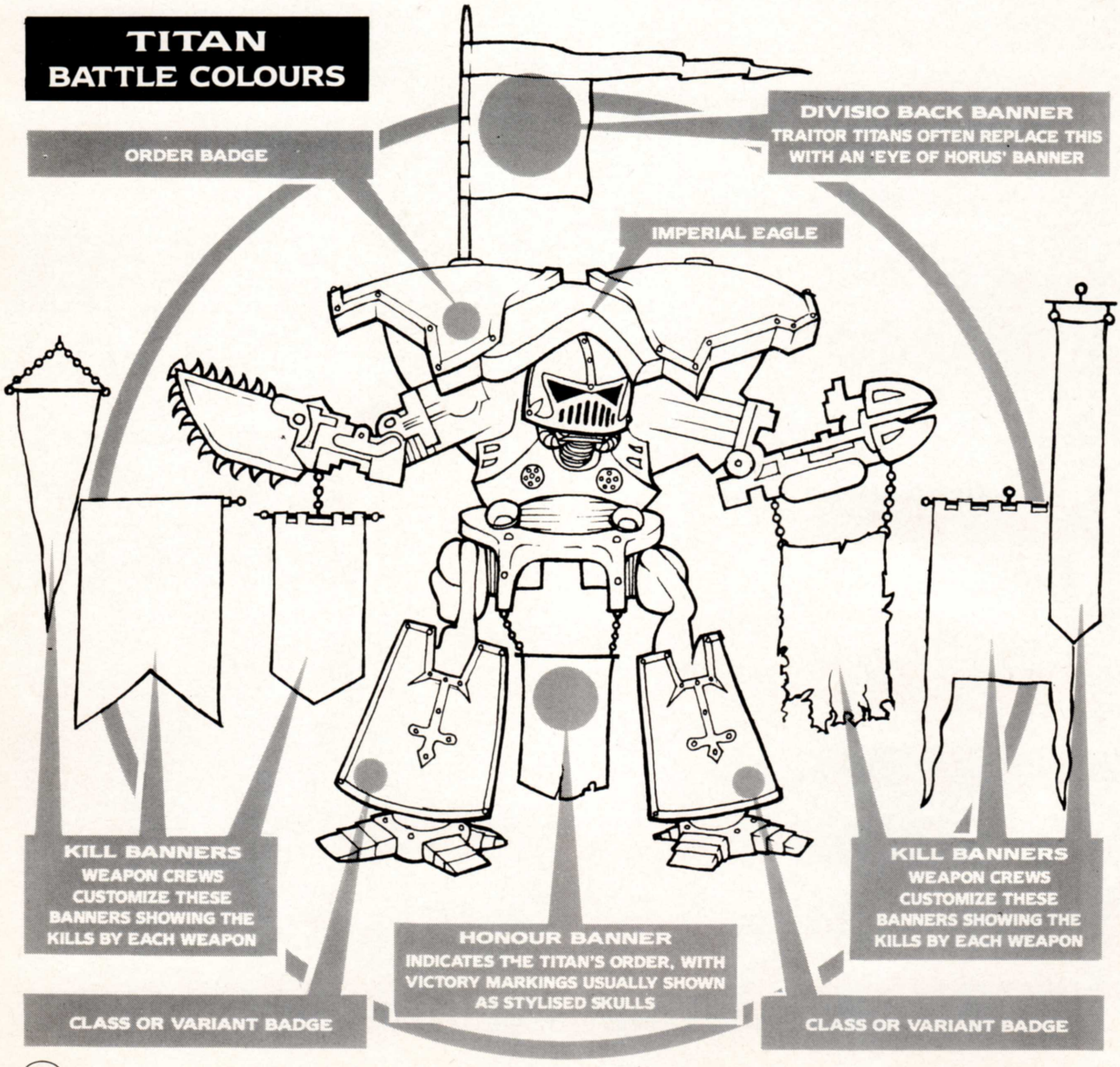
PAINTING YOUR TITANS

It takes a fair degree of patience and practice to achieve the best results with your Titan, but ultimately you will find that your efforts are rewarded. Even if you are an experienced figure painter it's worth paying attention to the notes below - if you treat a Titan model the same way as you would treat a 25mm miniature, you'll fail to capture its dramatic scale. And don't worry if these painting guidelines seem complicated; simply follow the instructions step-by-step and you'll soon get good results.

The first thing to note when painting Titans is that the carapace, head, power fists and leg plates conform to established paint schemes; the rest of the Titan consists of bare, greasy metal, battlescarred and stained by the weather. The tops of carapaces are painted with different camouflage patterns depending on the terrain in which the Titan is operating. The colours of the head, power fists and leg plates vary from Order to Order, and are used to show the allegiance of the Titan.

Titans also display both official and customized banners and badges. The models in **Adeptus Titanicus** are Warlord Titans, the Battle Titans most common in the Orders of the Divisio Militaris. All Titans of the Divisio Militaris fly the Divisio banner from their carapace. The Order to which the Titan belongs is indicated by a badge painted onto the right side of the carapace, repeated on the honour banner hung between the Titan's legs. The honour banner is also the location for the Titan's victory markings - usually small skulls added to the banner each time the Titan wins a battle, larger skulls for major victories. The variant of the Titan (eg Night Gaunt or Nemesis) is marked by a badge painted onto the leg plate. Finally, unofficial kill banners may be hung by crew members from beneath the Titan's weapons to show how many enemy Titans have been destroyed by each weapon.

Rebel Titans, followers of the Warmaster Horus, sometimes replace their original Imperial insignia with Horus' eye symbol, invariably painted black. Their old insignia may be painted over with the Eye or with skull motifs, often using a horned skull to reflect the Rebels' allegiance to Chaos.



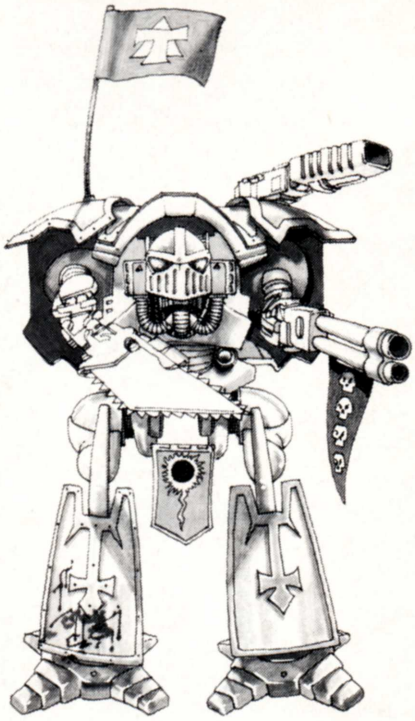
PREPARATION

Before assembly, wash the kit in warm soapy water to remove any grease from its surface. Each part of the kit has to fit together neatly, so remove any excess material (ie the small protruding pieces of plastic that often form during the moulding process). These should be trimmed with a sharp modelling knife - remember that it is safest to make cuts away from yourself. Check that the parts fit together easily and then glue them in place; you require standard polystyrene cement for plastic models and either superglue or fast setting epoxy glue for metal. Once the model is assembled, undercoat it with Skull White acrylic from the Citadel Colour paint set, diluted with water. Then leave it to dry.

You're now ready to begin painting your Titan. It's always worth using good quality brushes. Several brushes ranging from size 000 to size 3 or 4 are required; choose brushes with a fine tapering point as these will make it easier to paint detail on your models. Brushes should always be washed immediately after use and stored point upwards. You will also need a pot of water, a rag for wiping your brushes and something suitable for use as a palette. And, of course, some paints - Citadel Colour (acrylics) and Citadel Expert (inks) sets are the best to use, as the two can be easily mixed and allow you to wash your brushes in water.

PAINTING

Once you have made all your preparations and assembled the Titan, you should choose the Order to which the Titan belongs and check on the colour scheme for that Order - various Titan colour schemes are given here and in the game, or you can invent your own for a new Order. Start at the top of the Titan, ignoring the guns for the moment. Paint small coloured shapes all over the Titan's carapace to give it a camouflage scheme. Look at the painted models in the photographs and the colour scheme illustrations for ideas. Many books on aircraft of the last two World Wars also show appropriate camouflage schemes.



Next, the carapace rim should be painted - a metallic colour is the best choice for this. The edge of the rim should be painted in either the same colour or with black and red for contrast.

By now your camouflage work should be dry. Using your finest brush or technical pen, carefully paint a small Imperial Eagle onto the front of the carapace above the head and then add the Order symbol to the right hand side of the carapace.

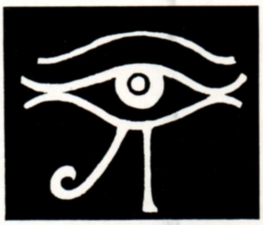
When the carapace is finished you can pay attention to the main body, the legs (other than the front plates), the underneath of the carapace and the weapons. Paint all of these areas black and leave them to dry. Once they are dry, you can drybrush them to achieve a metallic effect using either Mithril Silver or Chainmail colours. To drybrush you load the brush with the colour you want and then remove most of the paint from the tip of the brush with a rag or tissue. Just leave enough paint to adhere to the raised areas of the model when the brush is briskly drawn across them. You'll get a good metallic effect but you'll probably destroy the brush in the process, so it's best to use an old or cheap brush for this.

The head, power fists and leg plates are now painted according to the Order's colour scheme. First apply the relevant base colour to the large areas. When this is dry, paint the raised rims and lines in the same manner as the carapace. Highlights on the base colours can increase the 3D effect of the model. To achieve this, mix a little white with the base colour and carefully blend it into your chosen areas. Concentrating this blending in the centre of these areas will give the best results.

Symbols and insignia are then added with your finest brush. You will find that such fine detail work is easier to paint when the pigment is diluted. However, this may make the paint more translucent, so dark colours tend to work better over the light ones. Bright colours work well when applied directly over a white undercoat, so if you require a red line on a black background it may be better to paint the line white and then apply the red paint afterwards.

Banners should be painted with the Order's insignia, with any victory markings added and the individual kill banners suitably customized. Paint the banner designs on paper. When dry, cut them out and glue them onto wire flagpoles or fine chain hangers. Chains of this sort are available from good hobby shops, often those that cater for model boat enthusiasts.

Remember when you are painting details and banners that Titans are huge - carefully picking out tiny details will emphasize the dramatic size of the model. If you keep the Titans' size in mind all the time you are painting, your results will look even more impressive.



Finish the model by painting the base in a neutral ground tone or by covering it with a layer of sand or flock sprinkled onto glue. Using sand or flock provides you with a realistic ground texture which can then be painted with the drybrush technique. Flock is simply dyed sawdust and is also available from hobby shops.

When the model is completely dry, a layer or two of varnish will protect your paintwork and prevent it being chipped amnd rubbed off by handling during the game. Either matt or gloss varnishes can be used and both are available from hobby shops in tins or aerosols. Allow the varnish to dry in a dust free environment, preferably for 24 hours.

HONOUR BANNERS
IMPERIAL ORDERS

COCKATRICES

FIREWASPS

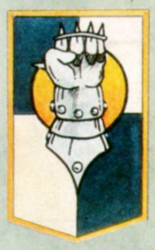
DEATHBOLTS

WARP RUNNERS

MORNING STARS

NOVA GUARD

IMPERIAL FISTS



HONOUR BANNERS
REBEL ORDERS

TIGER EYES

DEATHS HEADS

FLAMING SKULLS

FIREMASTERS

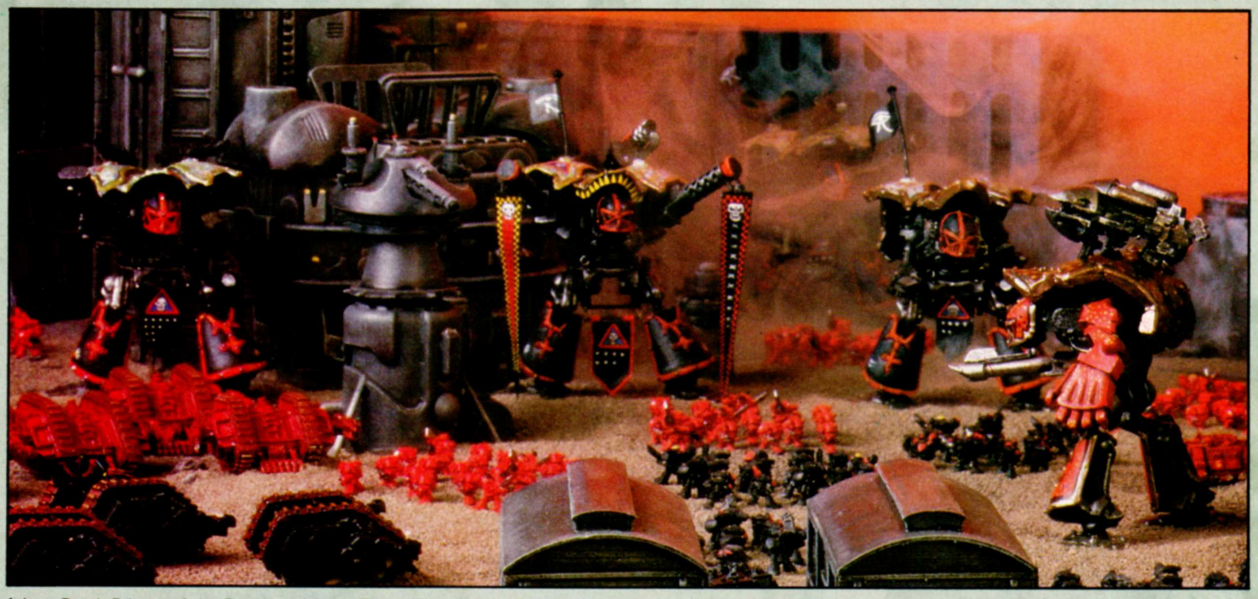
EYE OF HORUS TRAITOR TITAN BACK BANNER

During the rebellion of the Warmaster Horus and the ensuing civil war, it became common practice for Traitor Titans to obliterate the Order and class badges of their Titans. The Rebels also frequently replaced official Divisio Militaris back banners and Order honour banners with those showing their new allegiance, simple black banners from which stared the single Eye of Horus.

DIVISIO MILITARIS HORUS HERESY CAMPAIGN BANNER

DIVISIO MILITARIS BACK BANNER

KILL BANNERS



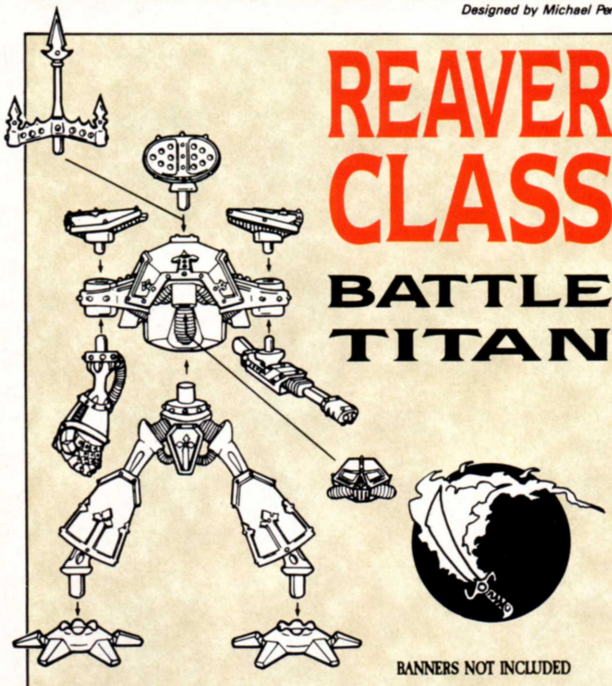
A lone Death Bringer of the Fire Wasps faces Traitor Titans of the Deaths Heads Order while Imperial and Rebel Marines fight it out.

CHAOS DWARF SWIVEL GUN

031307

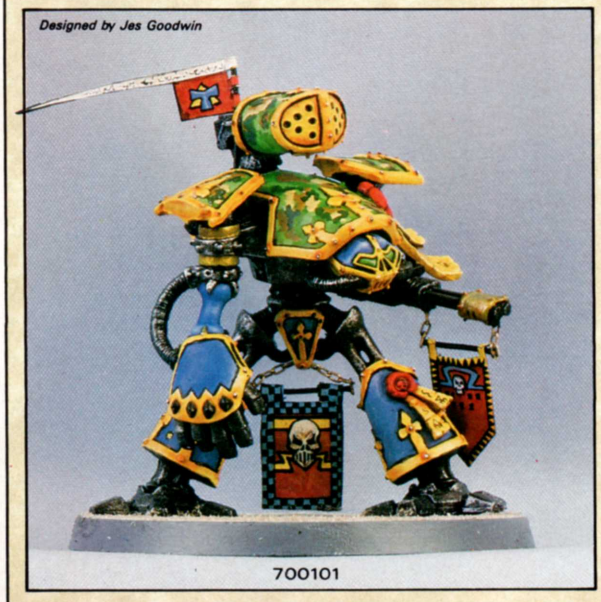
Designed by Michael Perry

REAVER CLASS BATTLE TITAN



BANNERS NOT INCLUDED

Designed by Jes Goodwin



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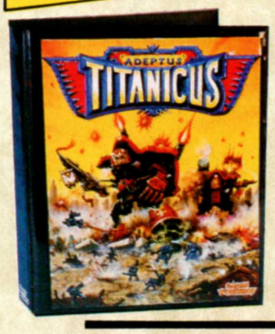

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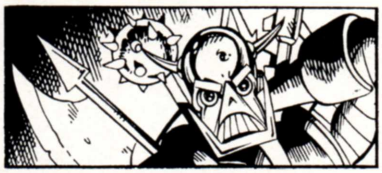

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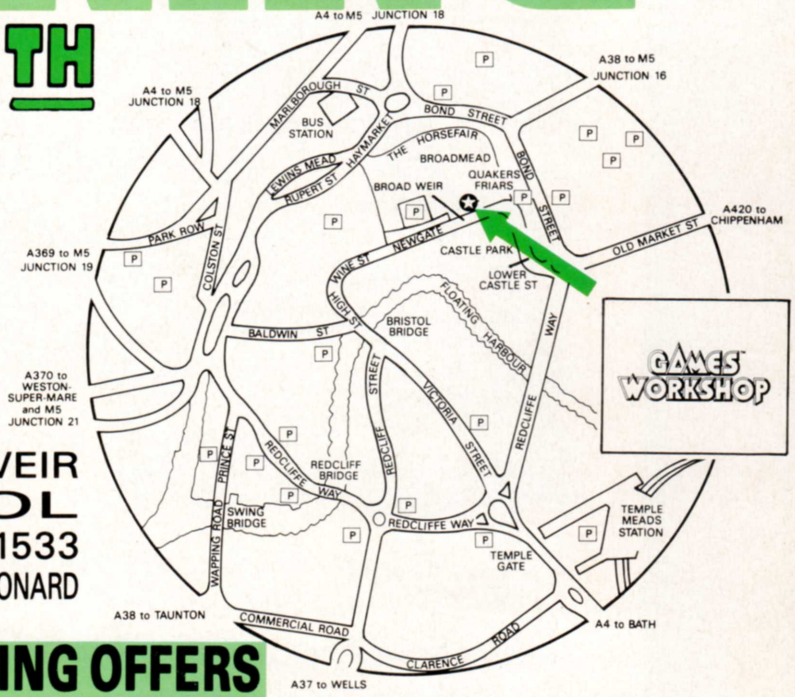

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